

THE  
COURT OF

**ardor**™

IN SOUTHERN  
MIDDLE EARTH



ARDOR is based on J.R.R. TOLKIEN'S MIDDLE EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™ • Experience the ancient swamp ruins & island citadels held by dark elven lords and their fierce minions • ARDOR contains • A 16" x 20" full-color double-sided detachable mapsheet • 4 B & W maps • 8 major floor plans • Produced and distributed by IRON CROWN ENTERPRISES, INC. Stock # 2500.



# the court of ardor™



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(...and there were no flying horses...)

# 1.0 NOTES ON THE FEATURES AND USE OF THE MIDDLE EARTH SERIES

## COMMENTARY

This series is intended as a tool for gamemasters who wish to have a strong working foundation for fantasy role playing campaigns based in J.R.R. Tolkien's Middle-earth. The modules detail specific regions of the continent of Endor, and attempt to give the reader a view of the physical, intellectual, and spiritual structures of the given area; politics, culture, geography, climate, and magic are all included. Since these territories cannot be fully described in any modest tome, emphasis is given to the dominant and/or primary features. Where it is possible, "typical" layouts are provided, giving the reader an approximate idea of what would be found in a given place or a similar setting. All of the data provided is aimed at giving a picture of part of Middle-earth, and the gamemaster is encouraged to use these resources to build upon; certain vague areas and details that could not reasonably be included in the modules can be defined by using the foundation provided in conjunction with one's creativity. The invaluable source material found in Tolkien's works and the continental map of Endor are ideal aids, and act to stimulate this process.

Each module covers certain citadels and settlements with great care to detail. Nonetheless, these works are not intended as "ready-to-run" campaigns. The gamemaster is given the basic information necessary to understand and visualize a part of Middle-earth. This data, combined with examples and whatever source material the gamemaster wishes to employ, will enable he/she to add whatever color and detail is deemed necessary to a given campaign. Any fantasy role playing rules system may be used, and any form of campaign can occur, so long as the gamemaster and players are satisfied that it fits their requirements. ICE provides a descriptive view of the continent, with a general overview and certain key structures and concepts; beyond the given foundation, it is up to the individual user to set up the campaign. Creative guidelines, not absolutes, are emphasized.

The series also provides interesting source material for those desiring to understand the nature of a particular region of Middle-earth. Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Where the material is interpretive and/or speculative great care has been taken to insure that the conclusions fit into the patterns and schemes that have been defined. In these areas, the modules aim at providing the reader with the flavor of the region, no more. Simulation of the creative processes is the goal, and ICE does not intend such material to be the sole or "proper" interpretation. In addition, always remember that Tolkien's works are the ultimate sources. What is provided in this series, however, is a consistent view of all of the continent. We hope that this will help the reader to delve deeply into the wondrous world that is Middle-earth.

## 1.1 DEFINITIONS AND TERMS

The following subsections provide handy reference and informational data. For a more in-depth analysis of certain terms, consult the various sources (see selected reading section of module).

### 1.1.1 ABBREVIATIONS

A.	Adorned
Ag.	agiles*
AT.	armor (type)
bp.	bronze pieces
B.S.	Black Speech
Ch.	charisma*
Cl.	Clith
Co.	constitution*
cp.	copper pieces
CRIT.	critical strike
Ds.	Dwarvish tongues
E.	Eldaric
El.	Eldaric
Em.	empathy*
EP.	exhaustion point(s)
F.A.	First Age
F.A.	Fourth Age
GM.	gamemaster
gp.	gold piece
H.	Hobbitish (Western variant)
Hd.	Hardish
Hob.	The Hobbit
In.	inaction*
Int.	intelligence*
ip.	iron pieces
Kd.	Kuduk (Ancient "Hobbitish")
Ks.	Kinsaid (Dwarvish)
LoR.	Lord of the Rings (I = Book I, etc.)
Me.	memory*
ML.	Middle-earth
mp.	mithril pieces
MP.	movement point(s)
Or.	Orkish dialect
Pr.	presence*
Q.	Queens
Qu.	quickness*
R.	Reverse
Re.	remaining*
Rh.	Rhovanion tongues
RR.	resistance roll
S.	Sondarin
S.A.	Second Age
SD.	self discipline*
sp.	silver pieces
S.T.	Sonan tongues
St.	strength*
T.A.	Third Age
Trng.	Trigwar
tp.	tin pieces
V.	Variag
W.	Westron (Common)
Wd.	wisdom*
Wt.	Wose (Dwarvish)

\* reference to stats

### 1.1.2 DEFINITIONS.

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below, rather they are to be found elsewhere in the text, in the sections concerning place, inhabitants, etc.

**Armor Type (AT):** Armor is the basic protective capability assigned to the material covering the body. Armor type refers to the specific kind of covering found on a given character (e.g. AT 13 refers to "full chain," chain mail covering most of the body in the form of a shirt and leggings - or any equivalent). Armor type is synonymous with "armor class."

**Channeling:** Channeling represents the power from above or high (e.g. the Valar) as channeled through their followers, other spell users, or the source being. It is the power of the divine as manifested in the "everyday" world. Professions using channeling: cleric, healer, animist, ranger, wizard, and sorcerer.

**Character:** See "player character."

**Combat Roll:** A roll representing a combat swing or missile attack.

**Concussion Hits:** Accumulated damage to the body, possibly leading to shock and unconsciousness.

**NOTE:** The term "hits" will sometimes be used instead of "concussion hits."

**Critical Strike (CRIT):** An especially effective swing, missile attack, or spell which penetrates the target's basic defenses and results in more special or additional damage, something more than the typical concussion hit effect.  
Criticals are graded from "A" (mildest) through "E" (severest).

**Defensive Bonus (DB):** The total subtraction from the combat roll due to the defender's advantages, including bonuses for defender density, shield, superiority of armor, posture, and magical items.

**Dungeon:** Also called "keep." The main defensive focus of a fortress or castle, it is the usual place of "last stand" and often the home of the resident lord or master.







**Resistance Roll (RR):** A roll of 100 which determines whether or not a character's resistance to injury (successfully) resists being affected by a spell. The result of unsuccessful rolls will be based on the spell's effect, occasionally only stating the spell has no effect or reduced effectiveness. Resistance roll is synonymous with "saving throw" or "saving roll."

**Roll:** A normally a percentile roll using random number from 01 to 100 (100%).

**NOTE:** In certain circumstances, this roll may be adjusted through the use of an eight-sided system, yielding results above 100 or below 01.

#### DICE ROLLING CONVENTIONS

**D10:** Roll a 10-sided die to generate a number between 1 and 100% (1 to 100).

**D100:** Roll two ten-sided dice simultaneously, then should be 10 different values with one determining the 10's digit, the other the 1's. Since "00" is read as 100, results thus are considered from 01-100.

**NOTE:** Also rolls at D100 in the Rolemaster System are "open-ended." If a roll is open-ended:

A roll of any 95 roll, for a second roll of D100 to be made, and added to the first to determine the total die roll. If over 95 is rolled on the second roll as well, the first two results are added to yet a third roll of 100. Theoretically, infinite rolls could go on forever.

A roll of under 95 requires that a second roll be made and subtracted from the first rolls, yielding a negative result. If this second die roll is over 95 it is subtracted from the first and a third roll is made and subtracted from this total, yielding a result of less than -100. This process could also theoretically go on forever.

Rolls that are not open-ended specifically include:

- Stat generation rolls
- Stat potential generation rolls
- Stat gain rolls
- Spell gain rolls

**Nature:** The Dark Lord, the Shadow, the Lord of the Rings. A "Great Vain" who arrived Morgoth in the First Age. Sauron arrived and went south from the elven lands of darkness. During the Second Age he convinced the Noldor to forsake their homes for the First People's lands in secret, he forged the One Ring. This ring embodied much of his power and was capable of controlling the other Rings of Power, the Three Rings of the Elves, the Seven of the Dwarves, and the Nine Rings of Men. Both the dwarves and elves wanted the rings, the elves took all three rings, while the latter gave nine to the three of the Wise. Men, however, were not so quick to believe the elves, and the Nine rings remained in the hands of some greedy lords who sought power and found only misery and darkness. They became the Nazgûl. Sauron hid himself in the hidden land of Mordor in the Second Age and there built Barad-dûr. Morgo, Bagon (Orcs) was already used as his personal force, and within the few years he began to raise a new Shadow upon the continent. Sauron was eventually made in the Second Age, first by the Narni and under the 4th Age, and later by the Last Alliance of Men and Elves. Each time, however, he returned to power. His "body," however, was destroyed in the Downfall of Numenor when he escaped, and he was never again able to possess his "body." The hollow eye normally red upon black was his symbol. He was responsible for creating two separate varieties of orcs (known by Morgoth... 1) the black ones, or great ones, and 2) the Chag, but, in black teeth. Both were formidable fighting forces.

**Second Age (S.A.):** The second recorded Age of Middle-earth. It began after the fall of Morgoth, with the founding of the Elven Havens and Lindon. The age ended in S.A. 3441, when Elessar and Galadriel overthrew Sauron. Sauron took the One Ring, and the Dark Lord and Nazgûl passed into the shadows. S.A. is used denoting dates.

**Skill:** An aspect of a character which enables him/her to perform an action more effectively. The most common items in reference to abilities which are particularly applicable to FRP campaigns and adventures.

**Stat Characteristics:** One of the physical and mental attributes which are considered most important in an adventure in a FRP game. Some games have well-defined systems, moves, fights, and combat, others are more complex. They are used to compare human and other creatures to the world.

**Third Age (T.A.):** The third recorded Age of Middle-earth. It begins following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Ring was moved over the sea from the Elven Havens. T.A. is the abbreviation.

**Valar:** Known to primary Valar, given including Morgoth, and later fourteen servants of Eru Iluvatar, "gods," beings, spirits, consisting of pure spirit but often taking physical shape. Many of the peoples, beings in Middle-earth worship them as "gods" themselves. Generally, the world is a place where the Valar's power is Middle-earth.

**The Wise:** Northwest Middle-earth, specifically the area within which the events described in *The Hobbit* and *The Lord of the Rings* took place. Loreless, the area from Umbel northward and west of the eastern shores of the Sea of Rhûn.

## 1.2 MIDDLE-EARTH CAMPAIGNS: CREATIVE FOUNDATIONS

Since each module in this series strives for flexibility, the GM is given settings which allow for a variety of campaigns. Naturally, no one game, game system, or GM's approach is exactly alike. Some portions of this module will be better suited to certain campaigns, while others may not come into play until the adventurers have considerably progressed in skill. It is, therefore, important that the GM focus upon the sections of the module which are geared to his/her campaign.

The maps, cultural notes, sections and general descriptive text relate to the area as a whole, and have bearing on the political and economic structures, regardless of the time chosen for the game. These aids are intended for use with any campaign; they provide the "common denominators" of the region, and act as the ultimate creative foundations. A GM who wishes to create all or most of his layouts and adventures from scratch will still find these sections extremely useful. Regardless of the details and day-to-day activities associated with the area, these fundamental factors have a bearing. After all, land forms and cultural norms change relatively slowly.

The individual layouts and descriptions of personalities are provided to give the GM an idea of the power structure at a specific point in Middle-earth's history. Interaction based on these sections will depend on one's campaign. Dominant political figures and their holds will provide adventures with certain death in many cases. Only the very accomplished and/or strong group of player characters will be geared for such an experience. Most adventuring parties should best be run in the context of lesser power, therefore, more modest personalities and layouts have been provided, enabling the GM to get a creative start should he/she wish to employ already-detailed structures. Of course, all of the layouts and figures found in this module can be considered as flavorful examples associated with, or common to, the area. As noted above, these modules describe whole regions, and we encourage the GM to create his own detailed version of the given section of Endor.

## 1.3 ADAPTING THIS MODULE TO YOUR FANTASY ROLE PLAYING CAMPAIGN

### COMMENTARY

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differs widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease (note Sec. 1.321 below for a handy conversion chart). Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

This section deals with (1) tips for using this module with respect to starting a campaign and (2) guidelines for fitting the given data into terms appropriate for the game system you are using. Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

### 1.31 APPROACH FOR INTEGRATING THIS MODULE INTO YOUR CAMPAIGN

The Court of Arden is a unique part of this series. Its emphasis is largely on a political rather than geographic and cultural setting. There is a "quest" outlined which may provide the basis of a strong campaign. Nonetheless, the area itself has been detailed and remains the central focus. The land, people, and relatively "permanent" architecture generally outlast political plots and conspiracy, even those involving the immortal First-born, and the reader should pay particular attention to Section 8, where suggestions for alternative campaign approaches are found. In addition, Section 9 gives the reader a view of the region during various periods, before and after the temporal setting found in most of the text. The following steps may be helpful when beginning to employ the region here described.

The following steps may be helpful when beginning to employ the region here described:

- 1) Read the entire module to get a flavorful idea of the region.
- 2) Reread the sections devoted to notes for the gamemaster, and converting statistics for your game system.
- 3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the considerations involved with setting a campaign at any date other than that chosen here. ICE chose the mid Third Age as a particularly exciting era, but you may enjoy another time even more.
- 4) Assemble any source materials (maps, suggested readings) you find necessary.
- 5) Research the period you have chosen and compose any outlines you need in addition to the material provided here.
- 6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle Earth.
- 7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.



### 1.32 GUIDELINES FOR USING YOUR FRP RULES SYSTEM WITH THIS MODULE: CONVERSION NOTES

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome; you may wish to design your own NPCs using this module as no more than a framework.

*Notes: As a general rule, all bonuses include advantages or disadvantages which normally operate in activities involving the given character. Offensive bonuses include stats, enhanced primary weapons, constantly or near-constantly operating spells, skill levels or expertise, etc. Similarly, defensive bonuses incorporate the effects of shields, stats, special items, skill, normally activated spells, etc. Spells of limited duration or access, secondary weapons, and other factors involved in a given situation may act to modify these bonuses. The character's description will act to give the reader a breakdown of the specific components making up the bonuses. Bonuses preceding weapons or shields are modifications to the inherent strengths of the given item (e.g., a +10 Shield would subtract 30 from an opponent's attack, for the shield would normally add +20 to the holder's DB, and the bonus adds another +10).*

**1.321 Converting/Determining Stats.** Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

**STRENGTH:** power, might, force, stamina, endurance, conditioning, physique, etc. Note that the vast majority of systems include strength as an attribute.

**AGILITY:** dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, lthiness, etc.

**QUICKNESS:** dexterity, speed, reaction ability, readiness, etc.

**CONSTITUTION:** health, stamina, endurance, physical resistance, physique, damage resistance, etc.

**SELF DISCIPLINE:** will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

**EMPATHY:** emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

**REASONING:** intelligence, learning ability, study ability, analyzing rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

**MEMORY:** intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

**INTUITION:** wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.

**PRESENCE:** appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table below.

TABLE 1.321 STAT BONUSES AND CONVERSION

Unusual Personal characteristics such as a high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat." ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat.	Bonus on D100*	Bonus on D10	3-18 Stat.	2-12 Stat.
102 +	+ 35	+ 7	20 +	17 +
101	+ 30	+ 6	19	15-16
100	+ 25	+ 5	18	13-14
98-99	+ 20	+ 4	17	12
95-97	+ 15	+ 3	16	
90-94	+ 10	+ 2	15	11
85-89	+ 5	+ 1	14	10
75-84	+ 5	+ 1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	- 5	- 1	8	5
10-14	- 5	- 1	7	4
5-9	- 10	- 2	6	3
3-4	- 15	- 3	5	
2	- 20	- 4	4	2
1	- 25	- 4	4	2

\* This bonus will vary with race if appropriate.

**1.322 Converting/Determining Combat Ability With Arms.** All combat values are based on *Arms Law/Cow Law*. The following guidelines will also aid conversion.

- 1) *Strength and quickness bonuses have been determined according to Table 1.321 above. Note the stats you are using and compute these bonuses using the rules under your system.*
- 2) *Combat adds based on level included here are: + 3/level for fighters and rogues, + 2/level for thieves and warrior monks, and + 1/level for bards, monks and rangers. Simply take the level of the NPC, note his character class for equivalent under your system, and compute any offensive bonus (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.*
- 3) *If your system is based on Skill Levels (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.325 below.*

- 4) *Armor Types given are based on the following breakdown:*

Armor type	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather Coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system.

5) *Defensive bonuses are based on the NPC's quickness bonus as computed on Table 1.321 above. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.*

**1.323 Converting/Determining Spells and Spell Lists.** Spell References provided here are in the form of "lists," groupings of related spells drawn from *Spell Law*. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module. Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect

relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

- 1) *Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g. the "Fire Law" list indicates a preference for fire-oriented spells).*
- 2) *Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).*
- 3) *Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.*

## SPELL LISTS USED IN THE COURT OF ARDOR

### ESSENCE

#### GENERAL

Spell Wall: RR enhancement  
Esoteric Perceptions: history, witch  
Rune Mastery  
Elemental Words: telekinesis  
Underling Ways: traps, lock, poison  
Physical Enhancement: balance, resistance  
Lower Illusions  
Dorming Ways  
Elemental Shields: light/heal/cold protection  
Delving Ways: rest, elemental analysis  
Invisible Ways  
Living Change: shrink, enlarge, change  
Spell Mastery: charm, sleep, words of command  
Spell Sentinels: storing, binding, delaying  
Lofty Bridge: leaping, leaving, long door, teleport  
Spell Enhancement: range, duration  
Dispelling Ways  
Shield Masters: shield, blockade, defense  
Rapid Ways: run, haste, speed  
Gate Masters: animal and demon summoning

#### MAGICIAN BASE

Fire Law  
Ice Law  
Earth Law  
Light Law  
Wind Law  
Water Law

#### ILLUSIONIST BASE

Illusion Mastery  
Mind Sense Molding  
Gulves  
Sound Molding  
Light Molding  
Feel-Taste-Smell

#### ALCHEMIST BASE

Enchanting Ways: bonuses to weapons and armor  
Esoteric Embedding: spells in items  
Mett: /Chan: Embedding; same for other masters  
Organic Skills  
Liquid/Gas Skills  
Inorganic Skills

#### MONK BASE

Monk's Bridge: fly, wall and ceiling running  
Evasions: swing, dodge, haste  
Body Reins: strength, unpaired concentration  
Monk's Sense: vision, determine  
Body Renewal: minor repairs

#### EVIL MAGICIAN

Physical Erosion: pains  
Matter Disruptions: earth in dust, shatter  
Dark Contacts: with demons  
Dark Summons: demons  
Darkness: dark of all kinds

#### SORCERER BASE

Soul Destruction: possession, abolition  
Mind Destruction: pain, pain, mind break  
Flesh Destruction: limbs, organs, body  
Soul Destruction  
Gift Destruction

### MENTALISM

#### GENERAL

Delving: detect, cast vision  
Cloaking: blur, invisibility, displacement  
Damage Resistance: vs. heat, cold, acid, fire  
Anticipation: intuition, dreams  
Attack Avoidance: shield, deflection, blockade  
Brilliance: light, water, shockbolt, sunrays  
Self Healing: instant repairs  
Deceptions  
Illusions (limited)  
Spell Resistance: enhanced skills  
Sense Mastery: water/fog/dark vision, mind, eye and ear  
Gas Manipulation: fogs, air, cloudmastery  
Shifting: balance, changing, form master  
Liquid Manipulation: hot water, ice water, steam  
Speed: run, speed, haste  
Mind Mastery: produce, mental defenses  
Solid Manipulation: water home, ice communication  
Fekkenes  
Mind's Door: leaving, long door, mind's door  
Movement: rapid, fly, passing

#### MENTALIST BASE

Presence: mind over, mind typing, fading  
Mind Merge: mind state, probes, thought stealing  
Mind Control: questions, hold, coma, mind master  
Sense Control: awakening, sense state controls  
Mind Attack: jokes, pain, mindshots  
Mind Speech: to groups and far away

#### SEER BASE

Past Vision  
Mind Vision: questions, truth, scars  
True Perception  
Future Vision  
Sense Through Others  
True Sight: through wood/space/distance

#### LAY HEALER BASE

Muscle Mastery  
Concussion Mastery  
Bone Mastery  
Blood Mastery  
Pneumatics  
Nerve and Organ Mastery

#### BARD BASE

Love  
Controlling Songs  
Sound Control  
Sound Protection  
Iron Law

#### EVIL MENTALIST BASE

Mind Erosion: destroy state  
Mind Subversion: psychosis  
Mind Death: forget, loss experience  
Mind Disease: mental disorders, phobias  
Mind Domination: possession, subjugation

#### MYSTIC BASE

Controlling Ways  
Hiding  
Mystical Change  
Liquid Alteration  
Solid Alteration  
Gas Alteration

### CHANNELING

#### GENERAL

Spell Defense: RR enhancement  
Barrier Law: ice/water/wood/stone walls  
Devotion Mastery  
Lofty Movement: limb stone walking, marking  
Weather Ways: predicting weather control  
Sound's Way: silence, sound, soundwall  
Light's Way: light, burn, shock, lightning bolts  
Participation: disease and poison laws  
Concession's Way: lie, pain, healing  
Nature's Law: herb lore, animal mastery  
Wood Law  
Bone Law  
Organ Law  
Muscle Law  
Nerve Law  
Locating Ways: finding, directions  
Calm Spirits  
Crustaceans: food/water creation, plant growth  
Symbolic Ways: imbedding of symbols  
Live: light/dark/course/prison lore

#### CLERIC BASE

Channels: raw power, abolition  
Summons: of animals and deities  
Communal Ways: dreams, intuitions, communing  
Life Mastery: lifekeeping, life-giving (save death)  
Protections: RR, AT and elemental protections  
Regulations: of undead, channels, curses

#### HEALER BASE (most powerful healing lists)

Surface Ways: concussion healing  
Bone Ways  
Muscle Ways  
Organ Ways  
Blood Ways  
Transferring Ways: wounds from target to healer  
who can only heal wounds from his own body

#### ANIMIST BASE

Nature's Movement: breath, water/air walking  
Plant Mastery  
Animal Mastery  
Ink Mastery  
Nature's Love  
Nature's Protection: facades, organic defences

#### RANGER BASE

Path Mastery  
Moving Ways  
Nature's Guard  
Inner Walls: bone/cold protections; RR mod  
Nature's Way: weather predictions, locations

#### EVIL CLERIC BASE

Disease  
Dark Channels: evil fatal channelings  
Dark Love  
Curses  
Necromancy

#### ASTROLOGER BASE

Time's Bridge: seeing into the past/future  
Way of the Voice: mind speech, communicating others  
Holy Vision: dreams, communing  
Fai Vision: mental speech, far away  
Starlight: light, aura, starfires  
Starwyse: presence, finding



**L324 A Note on Levels.** When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiple the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

**L325 General Skill Bonuses.** General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity, (b) a bonus of +3 is awarded for skill level one (a +34 jump); (c) for each skill level between one and ten an additional +3 bonus is applied (e.g. skill level seven yields +33); (d) for skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields +68); (e) for skill levels twenty-one through thirty an additional bonus of +1 per level is awarded (e.g. skill level twenty-eight yields +78); and (f) a bonus of +5 is given for each skill level above thirtieth level.



### 1.328 Locks and Traps

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g. *Rulesmaster* or a) additional subtraction or modification to the attempt roll. In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how much. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g. dark) make it harder to disarm. These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (-50) to disarm. The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

**Example:** *Wants the thief encounters a supposed trap in the passage wall. The GM tells him that the mechanism appears to be "hard" to disarm, and that the darkness in the passage will make it even more difficult; the module states "hard (-40)." As stated above, the normal modification for a "hard" category mechanism is +70, so the GM knows that the additional -30 is due to factors other than the trap itself. Often the descriptive passage will show what the other problems are (e.g. lighting), but in any case the GM will be able to note some external factor(s) and will allow the acting character to reduce the difficulty modification to the usual addition/subtraction by acting correctly to overcome the outside obstacle. In this case, a lit torch will eliminate the -30 modifier for lighting, reducing the trap to a -10, the norm for a "hard" trap. Should the trap read "extremely hard (-30)," the GM will note that the -30 is the intrinsic modifier for a trap of that category, and that lighting etc. play no part in the figure; the trap would have to be disarmed accordingly. The terms used here, in order of difficulty: Routine, Easy, Light, Medium, Hard, Very Hard, Extremely Hard, Sheer Folly, and Absurd.*

















#### 1.4 SPECIAL NOTES CONCERNING MAPS AND INTERPRETATION

A variety of maps and layouts have been provided in order to give the CIM a creative framework within which to work. Remember that the accuracy of a graphic representation will depend somewhat on the scale used: the smaller the area covered, the closer the area is to its real-life size, the more accurate the illustration. If the scale is 1 inch = 20 miles (as it is on the color area map) the accuracy factor is greater than a map with a scale of say 1 inch = 200 miles. The following notes are helpful for approaching the maps and graphic layouts found in this module.

#### 1.41 CONCERNING AREAS COVERED IN THIS MODULE VERSUS THE COLOR AREA MAP



























The color area map shows an area approximately 340 x 440 miles. The territory shown is detailed in the text to varying degrees, and some locales or regions may receive relatively little attention. The authors have sought to focus on important and/or sweeping constructs, and the CSM is asked to fill in "gray" areas which would be impractical to deal with in the limited space provided here. In addition, other modules which cover adjacent territory and overlap somewhat may discuss these areas, particularly where the subject matter best relates to material largely centered elsewhere (e.g., a small tribe or clan territory may fall on this map, but the heart of the culture might be located some miles off the edge of the border shown here). In the case of the Court of Ardor, Mûmakani proper is a good example. The center of that region actually lies to the east of the area on the map, and the setting for the peoples of this realm will be the subject of a future work. They are only briefly discussed here.

## 1.42 KEY FOR OVERHEAD LAYOUTS (E.G. FLOORPLANS)


	DRIVE UP	STREET CAR
	DRIVEWAY	
	DRIVE DOWN	DOWN SIDE
	DRIVEWAY	
	DRIVEWAY	DRIVE DOWN
	DRIVEWAY	
	DRIVEWAY	DRIVE DOWN
	DRIVEWAY	
	DRIVEWAY	DRIVE DOWN
	DRIVEWAY	
	DRIVEWAY	DRIVE DOWN
	DRIVEWAY	
	DRIVEWAY	DRIVE DOWN
	DRIVEWAY	
	DRIVEWAY	DRIVE DOWN
	DRIVEWAY	




#### 1.43 BASIC COLOR AREA MAP KEY


- (1) The scale is 1 inch = 20 miles;
- (2) **Mountains** are represented by the symbol  and denote relatively extreme grades which rise at least 2,000 feet above the surrounding "flat" land surface;
- (3) **Hills** are denoted by the symbol  and represent relatively steep grades which rise at least 200 feet above the surrounding land surface. Usually the surface area immediately adjoining these rises is rugged;
- (4) **Mixed forests** are shown using the symbol  and are comprised of a variable grouping of deciduous and coniferous trees and associated plant species;
- (5) **"Pine forests"** are represented by the symbol  and are almost exclusively coniferous in nature;
- (6) **Hedgerows, brush, and thickets** are illustrated with the symbol ;
- (7) **Primary rivers** are represented by the symbol  and are navigable;
- (8) **Secondary rivers** are represented by the symbol  and are non-navigable by vessels with a draft of more than two feet;
- (9) **Streams** are represented by the symbol , and are completely non-navigable;
- (10) **Intermittent watercourses** are shown using the symbol  and are dependent on rainfall etc.;
- (11) **Glaciers and iceflows** are represented by the symbol ;
- (12) **Mountain snowfields and snowy regions** have no coloring, but may be noticeable by virtue of the contrast with surrounding color;
- (13) **Primary roads** are denoted by the symbol ;
- (14) **Secondary roads** are denoted by the symbol ;
- (15) **Trails/tracks** are shown by the symbol ;
- (16) **Bridges** are represented by the symbol ;
- (17) **Fords** are shown using the symbol ;
- (18) **Cities** are represented by the symbol  and their relative size is dependent upon the width of the symbol. The red coloring signifies a non-military settlement site with civilian character;
- (19) **Towns** are represented by the red symbol ;
- (20) **Manor houses or "Great Houses"** are shown using the red symbol ;
- (21) **Citadels and huge castle complexes** are represented by the yellowish symbol ;
- (22) **Small castles/holds/towers/keeps etc.** are denoted by the yellowish symbol . Military sites are all given a yellowish color;
- (23) **Monasteries** are represented by the symbol ;
- (24) **Dunes, earthenfields, and burial caves** are shown using the symbol ;
- (25) **Caverns and cave entries** are represented by the symbol ;
- (26) **Buttes and plateaus** are denoted using the symbol ;
- (27) **Lakes** are represented by the symbol  as are large ponds;
- (28) **Dunes** are shown using the symbol ;


(29) **Extremely rough terrain** may be represented by a light shade of brown or grey coloring and encompasses pebbly or rocky surface, breaks, small ridges and hills, etc.;


(30) **Desert** is represented by the symbol ;

(31) **Shoals** are shown using the symbol ;

(32) **Reefs** are represented by the symbol ;

(33) **Ruins** are denoted by the symbol ;

(34) **Swamps** are shown using the symbol . All marshlands of significant size fall into this category;

(35) **Jungle** appears as  and is so labeled. It differs in coloration from other mixed forests, being shown in a brighter green.

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable. The top of a map is the northern edge, unless otherwise specified.

#### 1.44 GAMEMASTER'S REFERENCE MAP

The color area map is a relatively detailed work and is intended for use by the GM and those characters who have virtually complete knowledge of the region. The major sites and settlements are accurate for nearly all of the Third Age, although they will vary in character with the flow in time. By T.A. 3021, for instance, most of the finer cities have become mere shadows of their ancestors; wood or very crude stone construction supplants refined stonework as cultural strength wanes. Some places will be in ruin (see 9.0 for more details).

The black and white GM's reference map following shows still more detail. Political boundaries, population distribution, and some animal placements are given. Note that the political boundaries for the area as of T.A. 3000-3021 are not given; after all, Sauron's Shadow had covered all of expanded Taururak and Mumakan, as well as all of the "wilds" and much of the "civilized" kingdoms.

We suggest the GM allow access to the map on page 10, but only to the extent that the PCs have actual or inferred knowledge. ICE permits copying of portions of this map for non-commercial purposes. The GM should cover or obscure labels which would be unknown to the recipient PC.



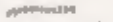
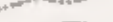
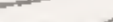

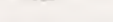
#### GAMEMASTER'S REFERENCE MAP KEY

- 1 - Er-Ai-Raid
- 2 - Gaur
- 3 - Mordiliana
- 4 - Artimea
- 5 - Naurilad
- 6 - Taurung
- 7 - Murgesh
- 8 - Turgorin
- 9 - Angkora
- 10 - Auran-Eli
- 11 - Hiltin
- 12 - Kiran
- 13 - Lantir's Manor
- 14 - (Devil's foot map index)
- 15 - Thum

Peoples — Kiran

Animal groups — Great Cats

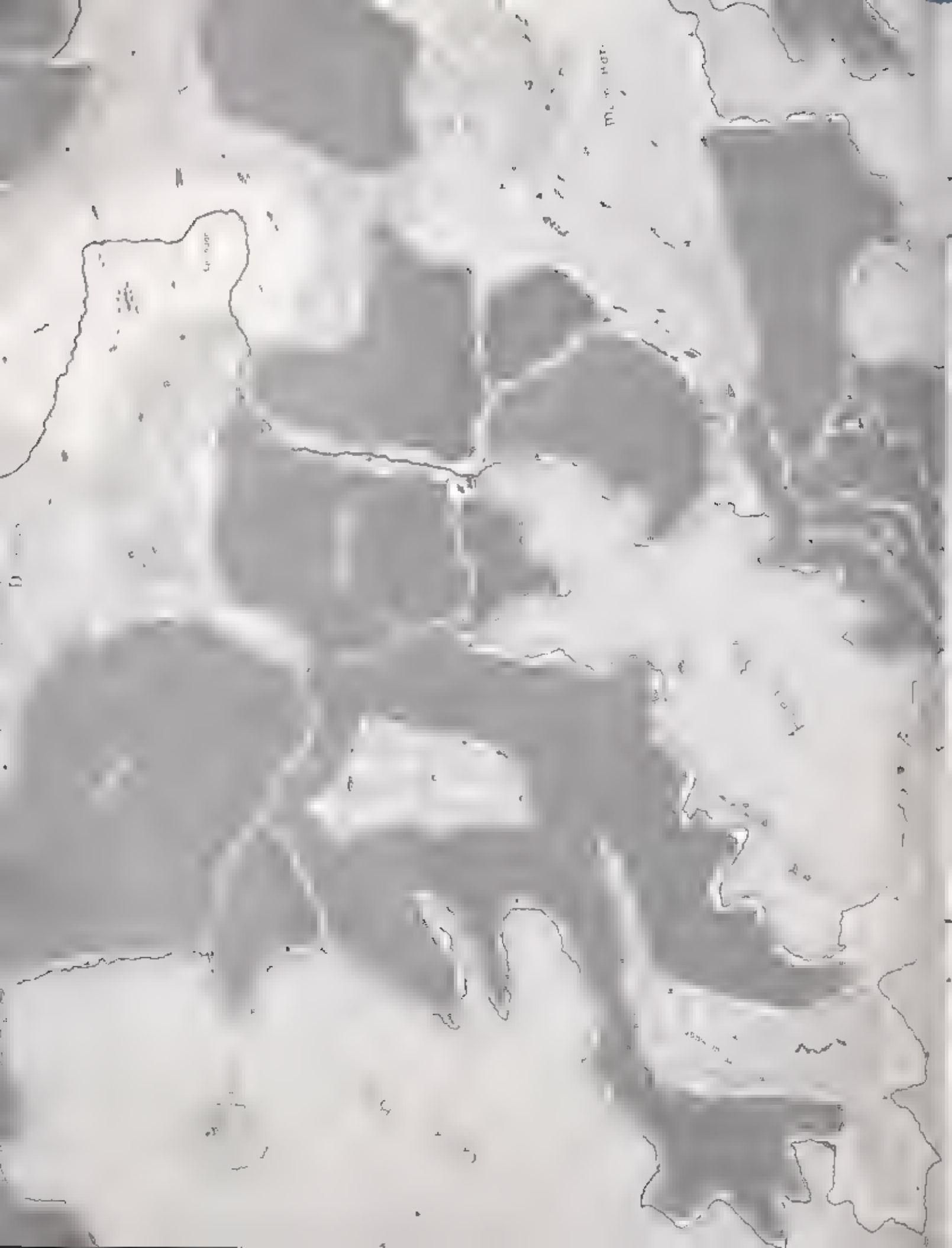
Borders in Mid-Third Age

Mumakan   
 Harbor   
 Taurilak   
 Taururak   
 Dushera   
 Koronande   
 Tuktan 













- c 400 — Founding of the Darn Tesarath by Fearur
- 507 — Birth of the twins Morien and Moran (who is "dead") to Ardana, "Farhered" by Morgoth. Moran is secretly placed magical sleep at Ty Ar Rana by (the male) Fearur
- 570 — Betrayal of the Court by the male Fearur: the Ritual of the Fall of the Light is aborted by the temporary disappearance of the sacrifice. Morien at the crucial time. Also, the Lurgon Alliance attacks the Citadel: three of the eight gems of Llight are required for the Ritual, are stolen "Death" of Lyaan and Lyan of the Three and four of the inner Five of the Guild
- 575 — War of Wrath: final overthrow of Morgoth. Ruin of Angband. Fall of Belerand, and changing of much of Middle-earth. The Guild of Elements Dissolves. The Court of Ardor is disorganized: their artifacts, linked to Morgoth, are useless, including Ardana's jewels. She and Mor-haur flee into the East. Ayrin of the Three wanders in shadow. The Hold of Ardor are abandoned. End of the First Age

## SEVENTH AGE

- 12 — Founding of Numenor
- c 100 — Founding of Karonande as a united realm and Hathor soon afterwards
- c 300 — Last of the founders of the Guild of Elements. Chrys Menelrana constructs outposts to watch the holds of Ardor now abandoned, to assure that the Court does not arise again. Order of the Watcher established
- c 500 — Sauron begins to stir again. Chrys departs to the Linding
- 5 — The vanishes, trapped in sleep at Ty Ar Rana
- c 1000 — Sauron moves into Mordor and makes it his own. The vigilance of The Watchers fails. Ardana and Mor-haur return to the Cuswen, and lay plans to recover the three gems of Llight and complete the charge, setting Middle-earth for
- 1500 — Founding of Tanfrak. Ardor begins to coalesce again with the return of the Lords, and this potential for swift domination of a confused people when Darknest falls again. Ardana takes the lords anew. All of the pieces of the Watchers are being abandoned, but so cunningly are they made that they remain undetected by the Court
- 1750 — The Ardan Council meets again
- 1800 — Sauron completes the One Ring in Gondrum. The Three are blinded
- 1893 — War of the Elves and Sauron begins
- 1897 — Eregron laid waste. Death of Celebrimbor. Minas is shut
- 1900 — Sauron defeated and driven back by forces from Numenor
- 1900 — The male Fearur, in Ty Ar Rana, checks on Moran. discovers Laureana releases him. They make an alliance
- c 2000 — The shadow falls over Numenor. Arrival of "The Magician" to Tanfrak who swiftly gains favor with the Governor. Peace for the most part reigns in the Mûmakan, except that the Mûmakans themselves begin to grow restless, and tales that their god Ammay, who has been absent for many years, has returned and will give them purpose again. Within a few generations of the arrival of "The Magician" relations between Tanfrak and Karonande become strained
- 2700 — The Nazgûl, or Ringwraiths, first appear
- 3000 — Tanfrak declares independence from Numenor, and severs all relations with Taahraan, and reduces association with Karonande
- 3262 — Sauron taken prisoner by Ar-Pharazôn
- 3348 — Ardor Destroys: the Isle of Dursulnor (remains become Ar-unbaki). Its Elven inhabitants flee either to the Linding Lands, or to neighboring Taahraan, as the ecology of their homeland disintegrates
- 3319 — Downfall of the corrupt Numenor by the hand of Eru
- 3320 — Sauron returns to Mordor. He perceives the power of the Court and bends his will upon them. Drained from their last great feat of destruction, they are forced to accede to his domination
- 3430 — Last Alliance of Men and Elves is formed against Sauron
- 3441 — Sauron overthrown by Elendil and Gil-Galad, who perish as four takes the One Ring. End of the Second Age

## THIRD AGE

- 1100 — One of the three gems of Llight taken by the Lurgon Alliance is recovered by Ardor from its place of hiding
- 1120 — Eldarion of the Guild of Elements is caught in Vaur-ndel by Rana. He is slain and the Staff lost
- 1154 — The Nazgûl reappear. Sauron enters Dol Cudud and sends one of his Ringwraiths to the Citadel of Ardor, suggesting a new alliance. The Council, knowing Sauron to be crippled without his Ring, yet still fearing somewhat his awesome powers, declines
- 1365 — Tanfrak, now completely under the influence of the immortal "Magician", declares war on Karonande
- 1372 — After a series of inconclusive battles, Karonande and Tanfrak reach a tentative peace in order to be taken by border squabbles
- 1408 — Cambragol, Valk, and Persivous seize the second gem of Llight. Only one remains hidden at the city of Kunk
- c 1650 — Repeated minor battles begin to break out between the previously peaceful peoples of Mûmakan, Tauran, and Juchera. The population of Mûmakan has increased steadily in the last few centuries, and the peoples of Tanfrak and Hathor fear that war is impending, that Ammay's purpose is to take control of all the Mûmakan. Also, Orcs and Wargwings, a very rare sight, are seen with increasing frequency in the hills at night, and begin raiding nearby Juchera villages
- 1650 — The Guild decides to awaken Moran
- 1703 — (February 8) The King of Hathor is assassinated by the Wraith of Tanfrak
- 1703 — (June) The Company converges on the Blue Moon in Korian. Kiencha gets them with their task, and starts them on their quest
- 1708 — (August 8) Eclipse over the Citadel of Ardor. End of the Ring

## The Present

# 3.0 FLORA AND FAUNA

The Mûmakan area is one which holds a great variety of environments within a relatively small area: treeless plains, sandy coasts, humid jungles, hilly valleys, and cool forests, one after the other found in a fairly narrow area. As can be imagined, to describe all of these ecosystems in detail would require entire volumes. With this in mind, following is a brief discussion of each of the various environments and the typical flora and fauna that can be found there.

## 3.1 COASTS

The shores of the land are for the most part sandy beach, except on the southern coast of the Mûmakan peninsula itself, which is rather rocky and rises to sheer cliffs of up to 100' in certain areas. This region is honeycombed with cave side caves and grottoes, remnants of ancient volcanic flows. Wild grassy areas prevail as one moves inland, but on occasion the rampant foliage of the jungle turns fairly close to the beach edge. More often however there are merely scattered palms, pines, and other dry scrubby types of vegetation. Sharks and other large predatory fish are extremely rare in the bay and coastal areas, although they may be encountered beyond the ten-mile point. Fish on the other hand, are plentiful and harvested by Isathor and Karonande. Oysters and clams are cultivated in the shallows, including this latter the rare Vessing Clam, whose meat is the source of a healing balm (see healing chart, sec. A.5). Unique to the Mûmakan is the Eris Squid, a small animal (growing to perhaps 1' in length) whose inky defensive excretion is reputed to have magical camouflage properties.

## 3.2 RAINFOREST

Covering more land in the Mûmakan than anything else are the vast humid rainforests. Lining most of the shore areas, and extending far inland, they dominate the land and people. The jungle itself harbors a variety of animals, and of course plant life, and deserves the greatest attention. The entire actually four distinct "layers" of vegetation within the rainforest: the herbs and ferns, which exist most heavily at the fringes, are the bottom. Above them also most prevalent at the edges of the jungle are young trees not fully grown. Forming the unique "canopy" are the vast majority of large trees 100-150 feet in height, with no branches until they reach a crown, and spread to meet their neighbors, forming an almost complete roof over the jungle floor, and thus inhibiting the growth of sun-gly-dependent vegetation below. Above all rise the great "Lunkit", the lord trees of the



forest growing to 200 feet, and occasionally even higher. The crowns of these trees spread above the unbroken roof of the forest canopy. It is in the Luraks that the Elves and Lurans choose to build their elaborate arboreal homes. Within this framework are a myriad of flora types: strangler vines which grow tendrils to the ground, then establish their own root systems gradually wrap around the host tree and strangle it. Other climbing vines do not harm their support, but merely use it to get closer to the precious sunlight. Thickets of mangrove trees and bamboo grove at the forest edge, especially along rivers. It is important to keep in mind that once one has roughed his way through the dense underbrush at the edge of the rain forest, there are few obstacles to the traveller: young trees and other undergrowth is cannot survive in the dim light, and dead material is swiftly decomposed by the many fungi and lichens which grow on the forest floor. The deep jungle is a mazy co-hedra, plumed with slender, buttressed trunks of great trees, their high branches either rising into a translucent, shimmering vaulted ceiling. Within this awe-inspiring setting exists an infinite variety of animal and insect types, some harmless, others not so. Among the most prevalent and obvious of these the rainforest inhabitants are the brightly plumaged birds who make their homes in the trees. They are usually quiet during the day, but break out in a cacophony of cries at sunset. Snakes are common, mostly constrictors growing to twenty-five feet in length and vying in width of shallow water or in tree branches until an unsuspecting victim draws too near, at which time they are able to strike and envelop with amazing speed for their bulk. Small mammals are abundant, including squirrel-like creatures with flaps of skin between their limbs which allow them to glide from tree to tree. Leopards and ocelots, kings of the jungle predators, are about but rarely in the human-inhabited areas. Many amphibious animals exist, especially frogs, and of note, the tree frog of Lurak, whose ink secretion is a potent venomous poison. Leeches are everywhere, and will attach themselves to the unprotected feet and lower legs of all unsuspecting travellers.

### 3.3 PLAINS

The plains of the Mûmakan are barren by comparison to the jungles, but still harbor several plant and animal types. Most prominent of these are the Mumaks themselves, giant elephants, either wild or tamed or domesticated by the Haradrin and used as beasts of burden for their nomadic tribes, the Mumaks are feared by the humans, and are very unapproachable when frightened or angered. Thus do they make excellent war machines, almost impossible to kill unless struck in the eye. They also serve as mobile platforms for paragers, but seldom, and act as formidable battering rams. These beasts go near the forest edge and spend a good deal of time by ponds and streams bathing themselves. Also on the plains graze gazelles and wild horses, staple of the Mûmakan diet as well as food for the Haradrins, and the Luraks who, incidentally, occasionally make a Haradrin part of their dining fare. Although these predators are relatively scarce and never attack large groups of men, Plains are for the most part limited to endless grassy plains, broken by an occasional cluster of stunted trees or undergrowth. There are a few scattered groves of nut-bearing trees which the Haradrins harvest as they travel across the lands.

### 3.4 HILLS

The hilly regions have stood high the plains in the way of plant and animal life, partly because of the slightly cooler and more evident weather supply. This is true even in the low hills, rising as vines down the peninsula as the Mûmakan, but the much cooler areas (where it is known to ever snow or occasionally freeze) are reserved for higher vales and the more northerly districts where deciduous trees begin to grow in numbers. Wild animals are here in small numbers, and an occasional deer or small bear, the latter two are usually only in the more northern areas. Plains are more healthy and vibrant, including many versions of many of the jungle trees, as well as most of the medicinal herbs native to the area. Short grasses dominate uncultivated areas here, and in Hador the domesticated sheep make full use of it as food. Fields of corn and cotton are common in the south, while wheat seems only to grow well in Qothsara and the higher elevations. The horse is the usual beast of burden and method of transportation, ranging from scruffy ponies in the North to huge war horses on the plains (where Mumaks aren't used), to the graceful mounts used by the Hatherians and Elves.

### 3.5 SWAMP

The swamp of Qothsara is similar to the rainforest, but out of control. The ground is uncertain, and often submerged under stummy water up to two or three feet. There are more breaks in the canopy because of the unstable floor, and so more fallen trees. Huge vines and overgrown underbrush make passage almost impossible at times. In addition to this there are snakes, crocodiles, huge poisonous lizards and large insects, many carrying deadly diseases.

## 4.0 CLIMATE OF THE MÛMAKAN

### WEATHER CHART

MONTH      HILL      HILLS      COAST      PLAINS

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Humidity is very high all year in the rainforest, but does drop in the cooler months in other areas.

The calendar used above is a thirteen-month lunar calendar of the Eldar, also of Tauraan and Koronande. The Mûmakani and Haradrûm use a system similar in structure, but the months, of course, have different names. Each month has twenty-eight days (four weeks of seven days each) corresponding to the phases of the moon. The first of each month is a new moon. There is one day, after the 28th of Rîngare and before the first of Valme, which is New Year's, and corrects the calendar. Every four years there are two such days.

## 5.0 THE INHABITANTS: WAYS OF LIFE

Within the lands of the Mûmakan region are many racial and cultural groups which vary greatly in appearance, customs and attitudes. In addition to a scattering of Silvan and Sindarin Elves, and the Númenórean colonists, there are the Haradrûm of Mûmakan, the Kirani (an offshoot of the Haradrûm), the rocky dwellers of the northern hills, and the Hathorian people.

### 5.1 ELVES

The Elven population in the Mûmakan is almost entirely Silvan in descent (the most "rustic" of the immortals) except in Tauraan and, to a lesser extent, Koronande. The Noldor are extremely rare except in Koran and the Tauraan capital of Tûrin. Anywhere else their appearance is met with stares of awe (in Koronande), loathing (in Taurarak), and distaste (in Mûmakan). Most races find the Noldor rather stuffy and condescending.

The Sindar are more prevalent, being common in Tauraan, and comprising at least twenty-five percent of the Elven Koronande population, although there has been some interbreeding and the Silvan Sindar lineage has blurred.

Elves of the Mûmakan wear less clothing than their more northerly counterparts, preferring simple belted tunics in white, grey, green or brown. Jewelry is usually minimal, but invariably high-quality and delicate. The Noldor wear more in the way of jewelry, and prefer white garments with metallic silver or gold trim. As with the other races of the Mûmakan (with the exception of an occasional well-shielded Noldor in Tauraan and others), the Elves of the area wear year-round, and yet only these immortals maintain wrinkle-free skin with the passage of the years, due to the regenerative nature of their bodies. Even the Hathorians, despite their bodies begin to show signs of aging around the age of 100.

### 5.2 KIRANI

It is believed that the Kirani are related to the Haradrûm, although beyond the common very dark skin color and black, wavy hair, the similarity ends. Where the Haradrûm are stocky and muscular, the Kirani are tall, slender and graceful in movement. Where the people of Harad are barbaric, the Kirani are unusually sophisticated, and relatively advanced socially. Koronande, one of the very few open cities in all of Middle-earth, is run almost solely by Kirani. Indeed, with regard to body build, strength and dexterity, the Kirani are more comparable to the Elven races, with whom they share a mutual respect and admiration. Indeed, there have been marriages between the two races, although these are very rare as are alliances between the Elves and the Kirani.

There is an apparently significant range of sociological development among the Kirani, even within the same area, from the almost barbaric remnants of the nomadic dwelling people of Tukran to the complex government of Koronande, where the inhabitants embrace refined food and intricate social subtleties and live in multi-story stone houses with tiered sewage systems. The fact is, however, that beneath these social levels most Kirani share the same basic religious and cultural beliefs. Although there are many cult branches the Kirani worship Eru, "The One," as their god. They have complex rites of marriage after a young man and woman have chosen each other, and the ceremonies of passage through, as the Kirani perceive them, the four stages of life: birth, manhood (at age 10), citizenship (taking on social responsibility around 30), and death (chosen by the Kirani, as with the noble Númenóreans of Old). Death is not the ending, which is process, rather, when someone realized that his or her mind or body was beginning to fail, around age 140-200 for Kirani, he or she would call for the ceremonies of death and at the conclusion of the solemn holy rite, the dead person would have willed himself to leave.

The Kirani are basically vegetarians, cultivating the many varieties of fruit-bearing vines and trees which flourish in the area. They do occasionally dine on fowl; the larger avian inhabitants of the jungle are broiled and considered a delicacy.

In the way of clothing, the Kirani prefer flowing, diaphanous garments, dyed in a variety of pastel colors and draped loosely about the body. These they wear when they can get away with it, but, of course, such are not suitable for everyday work, for which they don short kilts in the case of the men, and the women tend to wear a short belted dress. Both sexes wear jewelry, although they prefer items of leather worn about the head and wrists, with bright bird feathers dangling, rather than the gold and gem-bedecked adornment that most other races prefer.

	Men	Women
PHYSICAL CHARACTERISTICS		
Height	6' 7 1/2"	5' 4" - 6' 4"
Weight	150-220	100-140 lb.

The Kirani are without exception very slender of build, although they do maintain their bodies in peak physical condition through rigorous exercise and therefore usually have a well-developed musculature and their strength is not to be underestimated. Their hair is invariably black and ranges from very curly to kinky and wavy in texture. Eye colors are usually brown, but there are occasional exceptions of every type. In color, the Kirani skin ranges from medium brown to nearly black. Kirani males tend to be clean-shaven; indeed many, like the Elves, are naturally beardless. A trend to wear their hair relatively short.

### 5.3 HATHORIANS

If any group of men in the Mûmakan area looks more out of place than the Númenóreans, it is surely the people of Hathor. Blond and blue-eyed, their appearance harkens back to the cooler climes of Rohan or perhaps the Kykorian Kyn far to the North. Knowledge of the place of origin of the Hathorians is lost, however, even they do not remember. It is known, however, that Hathorians migrated here before even the beginnings of Koronande, while Tukran was a collection of barbaric tribes.

Despite the fact that they are not indigenous, they live their and especially the southern and coastal areas. Hathorians are easy-going of temperament, but often wild and adventurous, as is typical of short-lived mortals. Indeed, their society more than any other in the area is built around recreation, including attendance at and participation in athletic games of all kinds, singly or in teams, in and out of the water, by men or women, but mostly men. Although these sports are always played with the intention of injury, the very nature of most of them make it a most inevitable that someone will get hurt every time. Fortunately, however, Hathorians have an aptitude for the healing arts, and there are usually several healers of respectable level at any given event, so even a severely injured player is soon back in the game.

The games, although just one facet of Hathorian society, are an excellent example of their rather hedonistic attitude toward life above any other reason for doing things because they might be "fun". Of course, the Hathorian view of "fun" seems to have little similarity to that of most other cultures. As a note, Hathor accounts for the largest percentage of Tauraan wine and

and Tauraan beverages are reputedly the best in all of the South and East of Númenor. The Hathorians also use

large percentage of their grain imports for the making of beer, and Kirani used freely, although the government frowns on it.

Hathorians are among the most vain of peoples, working ever hard at making the most of their appearance, which now nearly rivals that of the Elves, and although perhaps in a more rough way. No other culture has so many oils and balms to make their skin look "natural". Of course, must be acknowledged that because of their naturally fair skin, the Hathorians require some defense against the intense sun of the tropics until they develop a protective tan, and even then their skin would dry and wrinkle without treatment. However, they also spend a tremendous amount of time washing their hair and cutting it in precise, layered lengths so that it falls evenly in sculpted perfection. Men usually wear their hair partway over their ears, and to the nape of the neck in back. Women allow theirs to grow longer, sweeping back from the face and falling about the shoulders.

The Hathorians also delight in simple jewelry, usually gold, in the form of necklaces and wrist and ankle charms, and earrings (for both sexes, although men tend to wear but one earring, bracelet and ankle charm, while women prefer multiples). Both sexes have an aversion to finger rings, maintaining that they interfere with various activities. The men clothe themselves in loose pants or shorts of cotton or silk for more formal occasions, dyed bright colors, and occasionally wear a vest or loose shirt of simple design, this is usually more elaborately dyed, in several colors or in a print. The women wear either shorts and a drape, or for less rigorous activities, short draped toga-like garments of finely woven diaphanous cloth, all various in design.







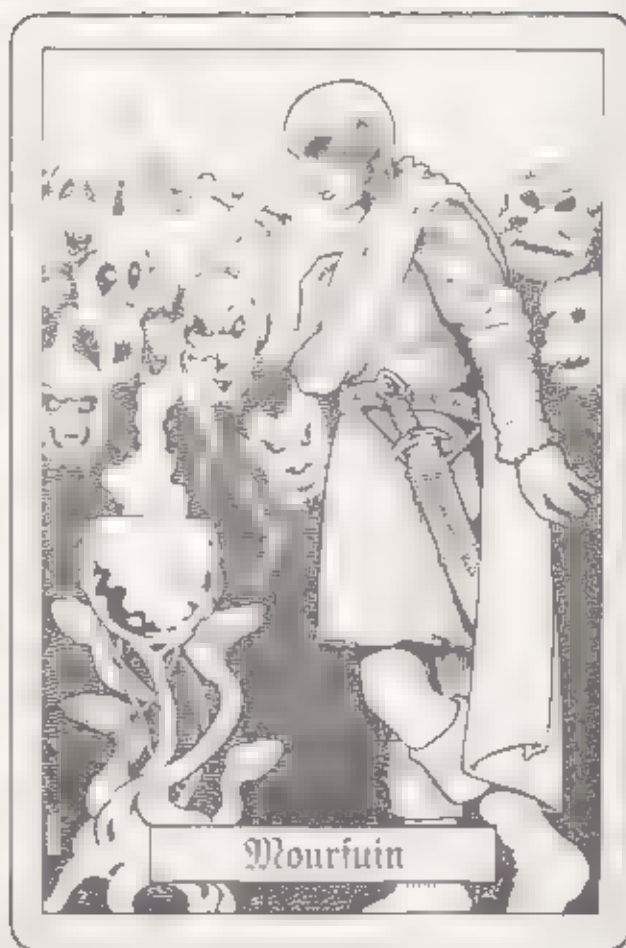




Mourfuin

Mourfuin The Lord Demon

Mourfuin The Magician



















## 6.22 THE LESSER LORDS

### 6.221 Court Standard Uniforms

Staff of Staves (Element: Fire, Realm: Essence)

Full length robes, layers of cloth in differing shades of red, orange and yellow, with a badge on the left breast, an inverted triangle embroidered with a flaming staff. Full length black cloak with the octagonal Ardor brooch. All carry a reddish steel dagger. Garrison fighters wear a smipler, short tunic version, and carry composite bows and red broadswords.

Staff of Orbs (Element: Earth, Realm: Mentalism)

Either full length forest green hooded robes trimmed with brown, or a short green tunic (after the manner of the warrior-monks) and loose pants bound at the ankles, also trimmed in brown, depending on whether the wearer is primarily a spell user or warrior. Badge is a circle (representing an orb) stitched in silver on a black circular field. Cloak is reversible dark green/brown, clasped by the Ardor brooch. Garrison fighters carry either a green steel axe or broadsword and dagger of the same metal. All utilize Even longbows.

Suit of Helms (Element: Water, Realm: Channeling)

Robes are of shimmering blue material, of varying shades, which seem to shift and change color as the light catches them. Long for those truly of Channeling, shorter for the garrison and combat-oriented members, who also wear a high steel chain shirt under the robe. Badge is a helm embroidered in gold over a deep blue circular field. The cloak is dark blue, lined with a lighter green-blue, clasped with the cloakpin of Ardor. Garrison guards use a mace of bluish steel, and light crossbows, and carry circular shields with the suit badge emblazoned on it.

Suit of Swords (Element: Air, Realm: Arms)

A diaphanous gossamer surcoat belted at the waist is worn over steel chain and a knee length white tunic. Badge is an upward pointing sword, piercing a cloud, all on a sky-blue diamond shaped field. Cloaks are sky blue lined with grey, clasped with the Ardor cloakpin. Garrison guards wield polished steel swords and daggers, composite bows, and carry circular shields painted sky blue with the sword badge design. They wear high boots of grey leather.

### Ardor Troops and Citadel Garrison

All wear black, either in the form of a thigh length tunic and pants or a full length robe, both trimmed in red at the cuffs and hem. The badge is the octagonal design of Ardor, identical to the cloakpins, but merely embroidered. Cloaks are all black, clasped with the Ardor brooch. Boots are of black leather. Some Garrison guards wear steel chain shirts, enamelled black. All carry steel short swords and use composite bows and octagonal shields.

### 6.222 Standard Court Magic Items

This magical equipment has been issued to each Lord, Lady, Knight and Herald of the Court, as well as the eight Citadel Captains. Statted items are assigned to them individually and cannot be used by any other, on pain of an "A" electrically critical each time the item is touched by the wrong person. All other items can be used interchangeably, but the new owner risks the item being traced by the Court.

### SUIT OF STAVES

(\*) Linarod's staff of grey brown wood which allows the user to employ the "Fire" spell out to ten levels above his own, whether or not he knows the spell (but he must expend his own power points at the full spell level). The staff will also burst into flame on the command "Burn!" (Q flame) without harm to the bearer, and so doing provide

### 6.223 Ability Chart

COURT MEMBER	LEVEL	HITS	MELEE BONUS	MISSILE BONUS	ARMOR TYPE	BOOTS	POIN	RACE	SEX	PR OF FAME
Staff of Staves										
Lord & Advisor	19	70						Sadon	M	in 100%
KNIGHT Advisor	1	60	20					Sadon	M	100% (Saidling)
" "										
PRD Touraine	19	40						Sadon	M	Anga ya
LAD Selon	15	100						Sadon	F	100%
KNIGHT Yallin	3	140						Sadon	M	100%
PRD Advisor	1	80						Sadon	M	100%
Suit of Swords										
PRD Advisor	20	150	100					Sadon	M	100%
LADY Defender	15	125	100					Sadon	F	100%
KNIGHT Advisor	12	120	80					Sadon	M	100%
PRD Advisor	10	110	70					Sadon	M	100%

immunity to all heat and flame. It is also a x4 power point enhancer. The Knight of Staves has a linen sword instead of a staff with the following powers: +20; flames on command (same protection delivers a near critical on top of any regular combat critical of the same value).

- (\*) Uniform robes have the equivalent of AT 20 (40), in addition to the wearer's quickness bonus. The Knight has a 10 (40) quality.
- Dagger like the others except that it is of +10 quality.
- Cloak allows the wearer to become invisible instantly once per day.

### SUIT OF ROBES

- (\*) A chain of mithril, holding suspended a crystal orb 1" in diameter, allows the wearer to use the Open Mentalist "Brilliance" with the restrictions as the staff above. It, too, is a x4 power point enhancer, and will create an enhanced "blur" effect at will about the wearer, giving him an additional 30% bonus Armor Type.
- Cloak changes color at will, providing an added 25% to hiding skills.
- Bracers (for short sword) not a monkey of mithril, which are +20 (defensive) bracers, offensive (not).
- Ikasha (a multibladed throwing weapon, strikes as a short sword of +10 quality, will return safely to the user after being thrown up to 100' away).

### SUIT OF HELMS

- (\*) A helm, similar to the others, except that it has the following additional powers: it allows the wearer to cast "Dark Channels" spells up to their own level even if they do not know the list (they must be spell-users of Channeling, however). The helm also acts as a x4 power point enhancer, and gives off a continuous "Protection II" (10% from enemy elemental attacks, +10 to RR vs. all spell attacks). The helm transforms into a mithril circle when placed on the head, but still protects as a full helm. It also allows the wearer to breathe underwater.
- Stole (floor length) of dark blue dyed, rather elaborately hooded, provides the wearer with an enchanted field which subtracts 15 from all missile and melee attacks. The field can be activated at will.
- Mace like the others except that it is +20.
- Boots allow the wearer to walk on water as a "Routine" maneuver.

### SUIT OF SWORDS

- Clear linen broadsword, +25 bonus.
- Shimmering mithril chain armor 170 (30) AT, in addition to any other bonuses.
- Composite bow: +20 quality.
- (\*) Ring allows the wearer to move with "haste" for four rounds once per day, and will summon a great bird of Tirgoroth to him (at its top speed-see details of Tirgoroth, sec. 7.14), as needed.

### ARDOR CITADEL CAPTAINS

(in addition to or superseding regular troop issue)

- A red linen broadsword of +25 quality.
- (\*) An Ardor cloakpin of unusual quality, having the following powers at the touch of one of the grass inlays:
  - Communicate vocally with Vamorgin in an emergency, but it had better be good! Ten mile range.
  - Communicate vocally with any of the other seven captains. One mile range.
  - "Haste" four rounds, once per day.
  - "Blur" for four rounds, once per day, giving the wearer a +10 defensive bonus.
  - "See Invisible" for four minutes (24 rounds), once per day.



- F "Invulnerability" (radius) once per week
- G "Levitation" once per week
- H "Leaving" once per day: allows user to teleport instantly up to 100' away safely, provided there are no physical barriers in his line of view
- 3 Composite bow of +20 quality
- 4 Four Mircenna berries. Assume each captain to have one in his mouth ready to bite at need in battle and so heal ten hits

## 6.22 THE CARDS OF ARDANA

Much lore has been written concerning the powers of the "Ardan Deck" and its cards with mystical properties. It should be stated here that there have been at least two sets of the cards: the original deck, created with the aid of Morgoth himself, included awesome powers, including allowing Court members to channel power directly from the Master, and otherwise tap the immense energies of the Dark Lord. With his fall, however, the original decks were rendered useless, as was true of all items wrought with his aid.

Ardana, however, utilizing the remnants of resources available to her, reformed the cards around S.A. 1300, during the reforming of the Court. It was just as well for many of the new members, who replaced lesser Lords and Ladies during the final conflict or during the interim, and whose cards were now, of course, useless. These younger Lords then had cards constructed for them, enhancing their personal powers greatly.

Before the powers of the new Ardan Deck are discussed, perhaps a description of their physical appearance is in order.

The full Ardan Deck (of which there are approximately 24 copies, one for each of the High Lords of Ardor, and several spares) consists of two parts. The larger section is very similar to decks of cards used widely for games and fortune telling throughout the land, consisting of four 'suits', each having numbered cards one (or 'ace') to ten, and three or four 'Court' cards. The suits bear the symbols of orbs, staves, swords and helms. (These suits representing respectively earth, metal, fire, essence, air, arms, and water channeling. Also, to more closely suit her needs, she adapted the common 'Jack', 'Queen', 'King' Court cards into 'Herakl', 'Knigh', 'Lady', and 'Lord'. All of the Court cards bear the pictures/images of the Lesser Lords and Ladies of the Court.

The other section of the Deck differs more radically from common decks. It consists of 21 cards, numbered '0' to '20'. They actually bear little relationship to the other cards, and have names even more arcane. They also bear the images of the High Lords of Ardor, as well as mythical

places, and key celestial objects. For a list of the twenty-two 'Images' as they are called, and the people and things they depict, see below.

The cards are all fashioned of a smooth, white substance with a flat finish, resembling the pasteboard of which most cards are made. However, these are of Shauak, much more resilient, indeed, nearly indestructible, yet light and thin. The Ardan cards are half again as large as most decks, and are beautifully executed in color and detail. Each Deck is stored in a finely made, padded wood box when not in use.

## Powers

The most widely used and commonly known power of the cards is communication. When wishing to speak to any other member of the Court, all one needs to do is to pull that person's (say, Vaakris's) card from the deck, stare at the image, concentrating on Vaakris (calling the name has been known to help). The card will grow cold to the touch, and the mage on the card (if Vaakris is willing to answer) will shift to reveal Vaakris, as he is currently (in dress and environment). One can now hold a verbal conversation with Vaakris. It is important to note that, unless he pulls out his card of you (assuming, of course, that you are one of the Lords of Ardor, and have a card), and looks into it, he cannot see you, or your surroundings; he can only hear your voice. Also, if he does not want to reply to the summons, he need not. The card will grow chilly, but the mage will remain fixed, and he is left unaware of his location and actions. If, on the other hand, Vaakris were dead or in a place where magic did not function (the cards' powers fade under 'essence'), the card would not even grow cold. Since all of the Lords and Ladies are of immortal blood and do not sleep, only slipping into a 'resful trance' every day or so, the question of awakening someone with a card summons does not arise. They can be summoned out of the trance, if they so desire.

Another, more rarely used power of the cards is enhanced channeling skill, the ability to use the powers/spells of others. The cards not only provide excellent communication between Lords, but also grant both parties the equivalent of 20 channelling skill levels (+70). Note that this applies only to spell users, not those of Arms. Of course, even with these aids, the process of channeling is quite hazardous to both parties, and is only employed in 'emergency' situations. Note also that the cards are a boon to Mentaists who require mental contact before attuning many of their power transfer and movement spells.

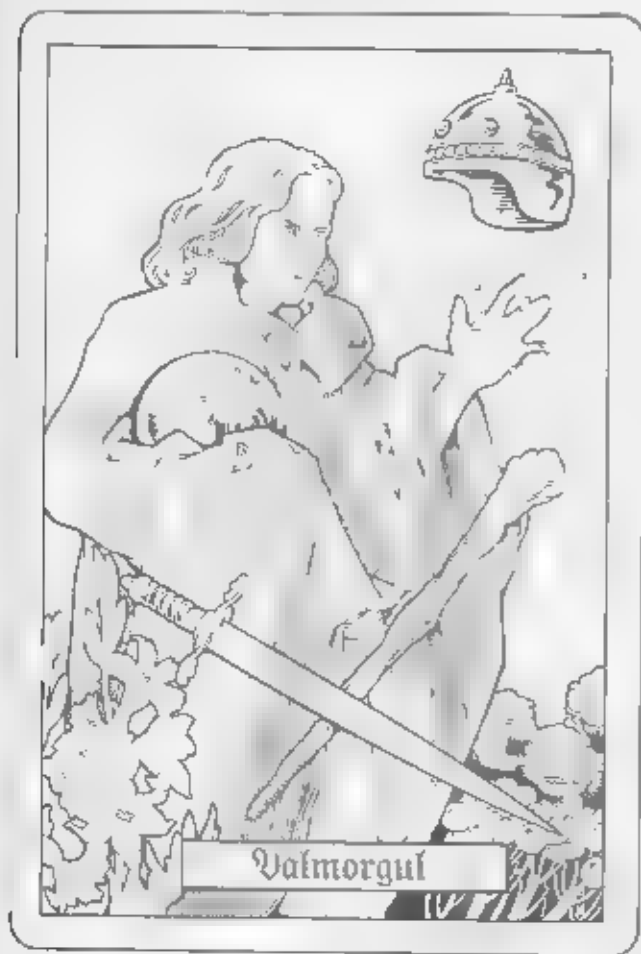
## Game Master Note

The powers of the Cards may be enhanced or cut back, as you see fit, to adapt the power of the Court to the level of your campaign. For as can be seen, utilized carefully, they are an awesome tool of the Court, even as they are now. They should be used with care.

## The Trumps of the Ardan Deck

CARD NUMBER	NAME	CARD IMAGE
1	The Magician	Valmorgul
2	The Sorceress	Riha
3	The Lady	Ardana
4	The Lord	Mortharr
5	The High Priest	Gorthaur
6	The Harper	Linsia
7	The Messenger	Sölheok
8	The Lord of Arms	Vaakris
9	The Scholar	Khekkar
10	The Monk	Cambrago
11	The Stargazer	Arduval
12	The Mirror	Féatur
13	The Thief	Vaigin
14	The Illusionist	Féatur
15	The Lord Demon	Mouruon
16	The Tower	(inactive)
17	The Star	(inactive)
18	The Moon	(inactive)
19	The Sun	(inactive)
20	Arda	(inactive)
0	The Fool	(inactive Féatur)

The mirror card usually depicts a blonde person gazing into a mirror-like basin of water, which reflects the person's mage perfectly. The person resembles Féatur. By utilizing skills even Ardana does not suspect (the male Féatur has altered the Ardan decks so that his card will sometimes appear identical to 'The Illusionist'). This card will contact the male Féatur, while the real 'Illusionist' will contact the female only. Ardana is not aware of the strange properties of 'The Mirror' and assumes, with the rest of the Court, that it is a dummy card with only symbolic meaning, like the Sun, Moon, etc.



#### 6.24 STRUCTURE OF ARBOR

- F Darkness, the Cade (F A. 1. 1)  
A Androg<sup>us</sup> Mistress of And  
B Valmurga<sup>us</sup> (Wid f the tower)  
C Managor<sup>us</sup>  
D. Man, f. 1. 1
- I Fro Slaves  
A Naderion<sup>us</sup> & Mistress R. 3. 1  
1 Lina  
Vald. 1  
3 Lina f Slaves  
4 Knight f Slaves  
5 k. (Master) (Cade Y<sup>1</sup>)  
1 Lina f Slaves  
2 Her. o f Slaves
- II Water (F. 1. 1)  
A Auax D. Master (Cade Y<sup>1</sup>)  
1 Caring  
2 Lord of Helms  
3 Knight of Helms  
4 Master Tarryax<sup>1</sup>  
1 Kicker  
2 Lord of Helm  
3 Ex. ald Helms
- IV Fern (F. 1. 1)  
A Arghwa (Mistress Fern<sup>1</sup>)  
Y. 1. 1. 1  
2 Lord of Ferns  
3 Lady f Ferns  
4 Knight of Ferns  
B. Mercia (Master Arghwa<sup>1</sup>)  
Her. ald of Ferns
- V Air (Swords)  
A Trogth (Master Valmurga<sup>1</sup>)  
1 Her. k  
2 Lord of Swords  
3 Lady f Swords  
4 Her. o f Swords  
B. Mercia (Master Cade Y<sup>1</sup>)  
Pers. 1. 1  
2 Knight f Swords

<sup>8</sup> ημ. 2888. *Arctia*: (name) not here.

### 6.3 OTHER ORGANIZATIONS OF NOTE

At one time a village on the lakes. A number of the last may have been her son. Among them was a village group, he said, lives in the mountains. The El Estero de las Flores, a small area and set on the high. Many who possessed great value to her. A small area and a dead orange in some of which were a fine lot of the Durr Te. Others are not as well as were being more the signs of the former magnificence. That of the later are the found in the mountains of the Ar Raja. These and he said that they refer to the influence he people and even of such as even a little bit.

## D. 3. DARIN TENARATH

For many in the late 19th century, the Durbin Test and other studies of "mixtures" of the "Aryan" and "Negro" bloods, the Mendelian model of a sequential organization made up entirely of fixed won or lost "traits" were rejected as a "mix" of the ways of Mendelism: the "mixing" of Americanized to "Mishken" as well as "pure" Mendelian "bees" and by Hegarty

The Tesarath University and focus of the organization is on the systematic training of the Kor's daughters. Here, the women are training in refining their skills, under the rigid codes of the "Sisterhood." (In a sense, she spends 12 years, not up to an 18) not more as a student, and then remains in military dress and decorum, seeking her fortune, and for one, an appropriate world of Tesarath training, studying, and skilled production, the most helpful friends and grow a few can do and high fees for the services of information gathering and verification.

Excess sisters who leave Thiam are allowed to leave school, however, there is also the chance, he says, of the school prepping the code of the Superintendent as well as developing policy. Graduates are being by a few of the school, and the school is a vision of the school, severe. There is a school and a conclusion in Thiam: all students past and present are my own.

This is a fine, of course, but the true purpose of the Dar al Tesara is somewhat more sinister. It is a vast information network supplying intelligence from a range of sources of CIA or, for a long time, even Soviet, to the US and its allies. In the past, for example, they reported fully on the

For the students and graduates while acting in their professional capacity wear white lab coats black hooded robes with long wide sleeves. They are completely unadorned but carry a variety of devices, usually including a parrot and a sister or brother. The most sisters are called to Marj, others are versed in the ways of Marj's Arts and command a variety of feathered wings. The Darin Tesara is the main office of the major cities of the Mishakan area. It is a traditional home for many sisters who have set up shop independently. To the general public, the reputation of the Sisterhood is impeccable.

## 632 TY ARRANA

led by a trio of regal Norlors who chose to be known to men as the "The Three" the people of Aana served in Caelaan, and built many sophisticated structures of metal and stone, all very beautiful and magica-

The leaders of the Arana are worthy of special note. All three had a similar appearance – tall, even among the Elves and High-Edain must be. If he had auburn skin, and eyes emerald green flecked with silver. The most noticeable about their appearance, however, was their hair. Dark red, a most unusual color. In other extremes are that of the Eldar race. They were women and a woman: the Eldes, L'ban, never free in height – worth, but pale. In her middle, an sweeping back of a at the base of a neck. He led the Three – power of wind. The woman, L'ya, 6'4" – allowed the hair to grow to the shoulders. She was the most serene spirit of the three and saw far. The tallest was Lyrin, 6'7" – a who kept his hair slicked up into the top of his ears, and averaged an inch back. He was most skilled in the arts of named combat, although all three had powers comparable to words of the Warrior-works.



The people of Arana exulted happily for many years in their peaceful lands. However, over the centuries of the First Age, most were slowly drawn away from the secluded vale of their settlement and the so-called "wandered" to either sail to the West or pursue aspirations elsewhere. By the time of the death of the Two Trees on the Tree Three and a few dozen adherents remained a small fraction of the original populace.

was in the first years of the Sun hat (the male) Fearful wandering amidst yin the forests of Cieshaan after his pardon by the Yamar emperor. Lynn and a great friendship was born. Lynn took Fên into one of the metal and stone structures which served as a entrance to the complex known as Ty-Ar Rana. There he met Lysa and Lysan and a plan formed in his mind. He told the Three of his past and asked for their help against Ardur. After much debate they acquiesced to a deal with Lysan. So was born the Tyar Legion although they had originally not mean to be priests, or y advisors. As the growing population of Cieshaan the race of Men, was voting into Han considered already a very large empire. As the priests of the Arana took up their works of the gods. Nature y when the Three first emerged before an assembly of men a ras abiaze, the primitive moral a created with fear and awe. The former feeling faded with time the latter never did. The Three taught the world of "The One" and the way right. So it never again was feared Ardur as he followed grew w h he and the realm of Cieshaan grew rich and powerful under the

When came he that is the Child of Aquar to stop he err his R. al  
The ... we ... and we tell Aquar so great was he r  
power that ... again and returned to he rhome. Ty Ar Rn a this  
was assign the decline Only a few years later - when he change which  
accompanied the f na overthrow of Morgoth devastated the ponua ...  
Guthan and turned most of it ... again high abis swamp ...  
ing Ty-Ar-Rana off from the world - a said that he Three denard the  
world in as weary and seek ... the ... and I yon and I yon  
were seen to depart or grey ... like ... by yim, who did in fact  
the Child was not seen It is rumored that he was he ...  
... Ty-Ar-Rana still ... the many swamps of ...

The tree of Ey Ar Ransench and its self-power could then and a great the already awesome mer alabastrs (called the Thuen stones pronounced "hunn") they were placed near ferocious beasts as a check serve the wearer. As of the Thuen stones resembled shimmering opals glowing more brightly with psalm as if as their power was tapped. All were set in jewelry of plain metal.

The Rings of Lyuan identical rings set with one round stone each. Lyuan tended to hold a clenched fist at his chest as he walked and his eyes were powerfully closed.

- 1 x6 power print enhances (one in six)
  - 2 Creates an aura +10 to combat effectiveness
  - 3 Adds 30% roll when comparing RR versus Melee
- A luck, charm, or intelligence type spell

The Tarsa of a ysa is a plic taria, open across the back and worn across the upper fore legs, it held suspended on either side a ear-drop shaped thuan cone, attached on short chu na so hat they lay d'igh y against a wearer's temples.

 $\mathbb{R}^n \times \mathbb{R}^n$ 

- 1 x6 power point m. p. i. r timentia m-seer
- 2 Fr plc range o. a. rformon n. ypl. spei s
- 3 Creaes an auct. p. 10 to curba. adu. nce

The earrings of Lyrin were made. Thach stones set in silver and earrings, which he wore through pierced ear lobes.

2017年11月

- 2 Creates an armor +30 to combat defense  
3 Ability move with "haste" with w - to 1  
effect: throw a spell every round and engage  
movement combat in the same round

In Ty Ar Rana is a member of the Guild of Elements now (see below). And Aids Lauree and Klaen do their work against the Court of Ardor. Lyaan and Lysa have indeed sailed into the West, along with half of the remaining inhabitants of Ty Ar Rana. The complex is hidden in the jungle swamp of Deshaan, deserted and lost from memory although the forms of Lysa and Lyaan are there, in secret places. See Ty Ar Rana layouts sec. 7.2, and Lyaan's powers sec. 6.332.

## 6.33 THE FIELD OF ELEMENTS

6.  $\frac{1}{2} \ln 2$ 

lyns of the Cloud are shrouded in the uncertainty which clouds many events of the Pre-Aztec Age. The few surviving records which speak of the Three of Teotihuacan and the beginnings of the Duran Tescalach are silent on the subject of the Cloud. Rumors, however, abound. Rumors here are usually scarred about the Mûmakian in hidden valleys and gorges, seemingly placed without pattern or purpose. None are large and although some are more complex than others all have a common central element: a pentagonal platform of bluish granite (see yellowish brown polygons on "Map of a Five-Minuted's Journey to the Top of the Cloud") which may be of some very hard, clear glass (or Lapis, in six pieces). The platform varies in size from 10' to 40' across, and of all the subjects in any given site is invariably undamaged or worn. A stone touching the platform will break or shatter its material nature for it is so made as given off a faint humming vibration. When activated by means of the Cloud the platform glows with a color

- |              |     |
|--------------|-----|
| 1 Red        | Fr  |
| 2 Light blue | Ar  |
| 3 Dark blue  | Wa  |
| 4 Green      | Fr  |
| 5 White      | Lak |

The center was established in 1981 by

The five colors signify the four Alchemical elements and a void. Art as such he could not do away with, as one of the five elements, and can range from mere play to power (see 6.33).

According to popular belief, the Caidin was organized early in the Year of the Sun by five T'ien Lords. Its purpose was apparently initially as tribute to the Vahar in atonement for the Forces of darkness. For the first four hundred years, the Caidin flourished, ever fully forming an alliance with other organizations to combat the growing power of the Lord of the Ardan Court. This was the time of greatest power for the Caidin, and many mighty and possessed and achieved by Caidin Men, and one of the leading five and an excited Noble Lord who had been such of long years in the early days. The techniques and powers at his disposal, forming the world of the Caidin.

The attack of the dragon is since when the Chinese Axiu  
 came, in fact he attacks on several times. A long day, saw the  
 end of many people from his hand, and he found after the first  
 years later came he Wu of Wuyang the attack of Muzhang the Chang of  
 Midu-ear, and the destruction of Axiu's power base. When he died  
 was the end of organized forces. The world of this, however, saw far  
 other. He thus, and perceived he day of Axiu is again. Later in the  
 Sui to Axiu is supervised the construction of these cities and built  
 the one of his new abundance of human's suffered places of Axiu  
 with secret in case. Now told. He thus founded the region is known  
 as now "The Wallers" is a the army of men and more than a the  
 cities of emigrants. He Court of ensure that did not seagull. The  
 a or serving his son. In the night, the Watchers and the guard of  
 he attacks of the Chinese secret was a of the new again, and the wallers  
 as at this for. He use, he said, and the new and his free  
 his laborers again. He then Axiu's

The Waters continued doggerly in their task for many years but in 1475 Aurelianus died with little more than a few decades' experience gained. He by one estimate was seven times as old as he was a few years before. He was unguarded and thus the lord of the Court began his retreat. Then at last he met his death as he was discovered in the ramparts engaged in a conspiracy with Rana and others. The prince emerged an all-powerful ruler, the result of the kind of Old Man that he had come again. But Eves and Men of Power in the cause of gods were few and scattered so was decided that the Court should be a secret gathering of sons of older Ardan. That was July the eighth and the tyrant Eclon on a raggedy and Rana a heavy who arose on wings of the Court. They moved covertly and many an Ardan died a thought in many things they lacked the power of Old Man. They watched the destruction. Did not only he possess the wisdom of Old Man. T.A. 120 was a severe blow simply in his loss for he was wise and powerful. Rana being no fool realized that something was afoot. Eclon was able to enter Naurado unnoticed. She highly feared the return of the Old Man was unable to convince the Council of any danger primarily because of fear. He made a tenuous meeting arranged as his sister's coronation and won for her concert. If she had any known he was a leader of the old who spoke of her.

A. any one. When he said was chosen to replace Hidarion, that's his creation, information gathering tactics and his ability to be unnoticed.

Slowly, the situation began to deteriorate despite the heroic efforts of the five and they perceived that the next eclipse was near. Awakening the giant Moran, they prepared for the final gas.







## Klaen

Klaen is a young man with dark, wavy hair, looking directly at the camera. He is wearing a light-colored, possibly white, shirt. The portrait is framed by a decorative border of stylized leaves and vines. Below the portrait, the word 'Klaen' is written in a simple, sans-serif font inside a small rectangular box.

## Rain

Rain is a young man with dark, wavy hair, looking directly at the camera. He is wearing a light-colored, possibly white, shirt. The portrait is framed by a decorative border of stylized leaves and vines. Below the portrait, the word 'Rain' is written in a simple, sans-serif font inside a small rectangular box.





6.43 THE MUMAKAN

6.44 THE MUMAKAN

6.45 THE MUMAKAN

## 6.5 SAURONIC INFLUENCE IN THE MUMAKAN

It has been over a 100 years since Sauron lost the One Ring, and although he is crippled (officially speaking) without it, he has had many years to consolidate his position and regather his servants.

As far as the Mumakan is concerned, however, Sauron's influence is virtually negligible, as he is directing his efforts more towards local R'ing and arranging (through the Witch King) the final destruction of A'nor. While at one time (S.A. 1320-44) he dominated the Court and they were forced to do his bidding (as did Umbar and all of the Harad lands between Mumakan and Gondor), with his fall at the end of the Second Age they were freed to once again act independently – at least for a time.

In T.A. 1264 Sauron sent a Nazgûl to the Citadel of A'dor requesting an "Audience" being unable to demand their submission with the certainty of their compliance, since crushing a rebellion would be costly and of little profit. The Ardan Council, still bitter and angry over Sauron's dominance earlier and aware of his weakness, yet still wary and uncertain of his true power even without the One standing, haggling over terms. Of course, they had nothing to gain by such a "Audience" as the new R'ial time approached, they grew ever more confident that they could seize control of Middle-earth for themselves.

## 6.6 FOUR CITIES IN THE MUMAKAN

The cities of Mumakan, as with most in Middle-earth in this time, are comfortable if not highly sophisticated. The three detailed on the map (the fourth, Gaven, being only a ruin) are the most advanced, all possessing sewage systems, easy fresh water access, and most structures of stone or other durable materials. Most buildings are two to four stories high, with peaked roofs (and gutters, eaves to catch rain) or flat roofed, accessed from the top floor. Note that many of the buildings keyed to professions on the map also serve as residences for the shop owner/operators.

### 6.61 TANITH, CAPITOL OF HATHOR

A relatively small city for the capitol of such a prosperous realm, Tanith is more an administrative than commercial center, housing the King and Court of Hathor. Also here are two large ball courts, and a large water arena in an adjacent lake. Tanith is the center of cotton cloth production for Hathor, as well as a locus for herb trade. The city is enclosed by 40' walls of pale, almost white stone, connecting round towers 60' tall, with open roofs. The walls are guarded at all times (see military chart, sec. 8.3), with torches on the perimeter at night.

### 6.62 KORLAN, CAPITOL OF KORONANDE

The primary city of Koronande is also the navy headquarters and the main commercial center of the Mumakan. Housing the Koronandan Senate, it is also the seat of government for this large realm. With all of these functions, there can be no doubt that Korlan is continually mobbed with merchants, sailors, politicians and criminals of every type. A trader of nearly any race in Middle-earth (not Hobbits) could be found here; not to mention that just about anything imaginable could be bought. The walls and towers of the city are of a bluish granite, rising to 30' and 40' respectively, except around the administrative compound, where the walls are 40' tall and the towers 60'.

### 6.63 GAVEN, RUIN OF THE GESHAAN CAPITOL

At one time the architecture of Gaven was the envy of every city in the Mumakan, and famous throughout southwest Middle-earth. Now, however, its graceful spires are broken and its domed halls collapsed. Gaven's residents, once tall proud men, are now only rats, snakes, and more fearsome creatures of the swamp.

### 6.64 SARÛT, CAPITOL OF TANTÛ RAK

As was typical of Numenor after its renaissance, Sarût is grandeur taken to extreme, decoration too gaudy, structures too massive, avenues too barren. Sarût is a city which is extreme in its opulence, and yet it lives uneasily. The Emperor maintains an iron grip on the populace – city guards are always in evidence (although they are easily bought). The isle to the left of the city on the map, too small to appear on the area map, is the main military base of the Tanûrak army. There are barracks, and a large field where drills are held daily.



## 7.0 PLACES OF NOTE

Below are found keyed layouts to ten important holdings within the Mumakan. Regarding the diagrams, grey shaded areas indicate earth or natural stone. Thick black walls indicate set-stonework – usually 5' thick in underground layouts. As a rule, one inch equals 50 feet on the plan, thus most narrow corridors are five feet wide, while larger halls are ten feet. Ceilings are 10' in narrow corridors, 20' in wider ones and rooms, except where otherwise noted and in large rooms and caverns, where they could be much higher.

### 7.1 THE HOLDS OF ARDOR

Within this section are detailed the nine holds of Ardor, two each in the realms of Fire, Water, Earth and Air, and the Master Citadel of A'dor, at the center of Ardimak – the place of the R'ial Garrison and Citadel. Entrances access to the Ardan Holds can be found at the end of each layout.

WESTERN

NORTHERN

EASTERN

# 71 THE CITADEL OF ARDOR

General Notes

1. The Citadel of Ardor is a large, complex structure with a central circular core and a series of concentric walls and internal divisions.

2. The structure is designed to be a fortress, with thick walls and a central core that can withstand attacks.

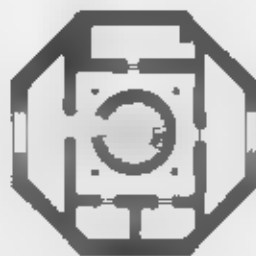
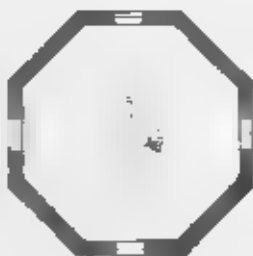
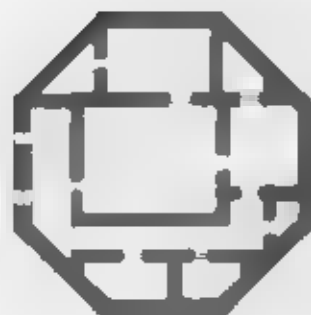
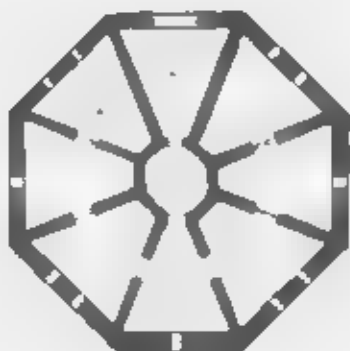
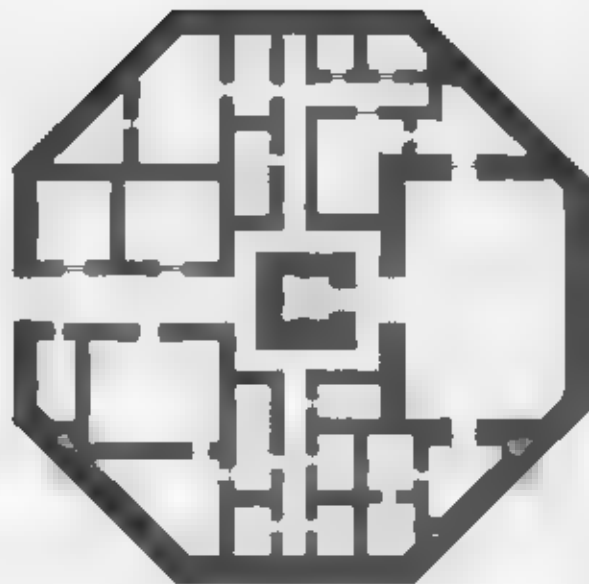
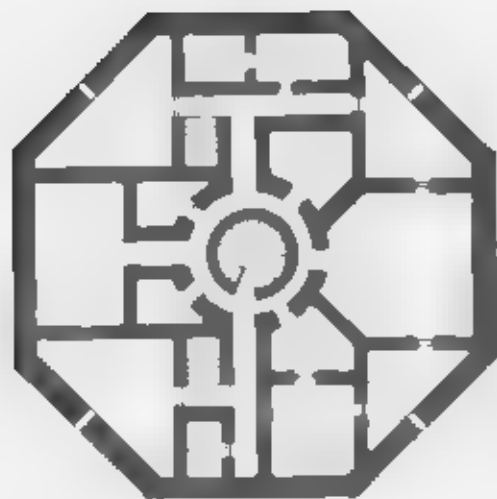
3. The internal divisions are designed to provide a secure and organized living space for the inhabitants.

4. The structure is built on a circular base, which allows for a symmetrical design and a central core that is easily accessible from all directions.

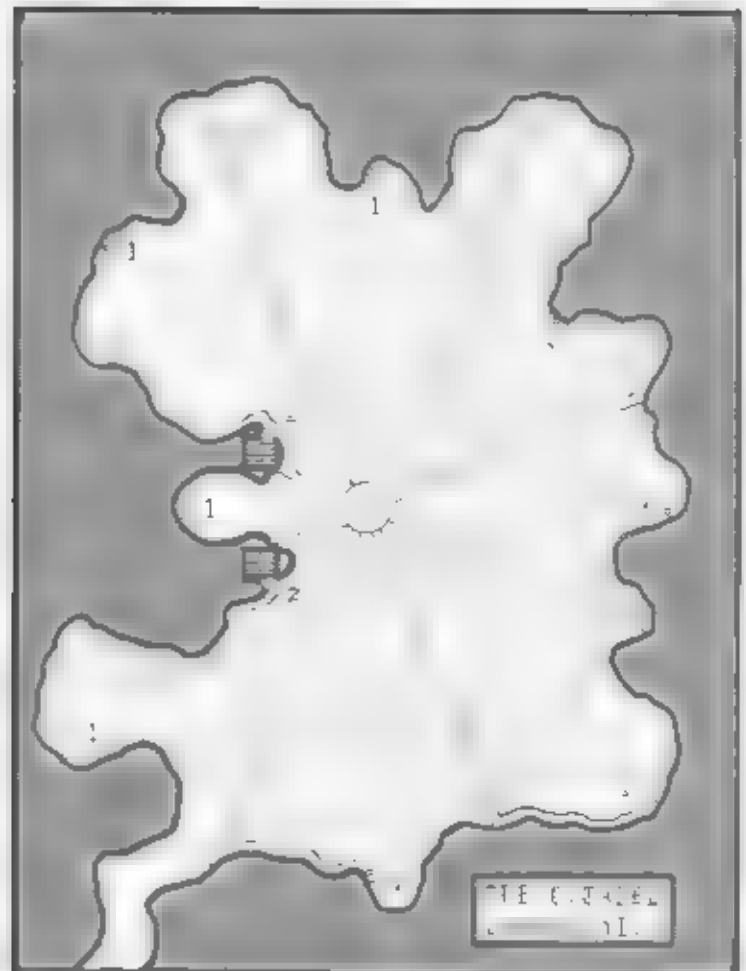
5. The design is inspired by the architecture of ancient fortresses and the symbolism of the circle as a representation of unity and wholeness.

6. The structure is designed to be a symbol of power and authority, with a central core that represents the seat of power.

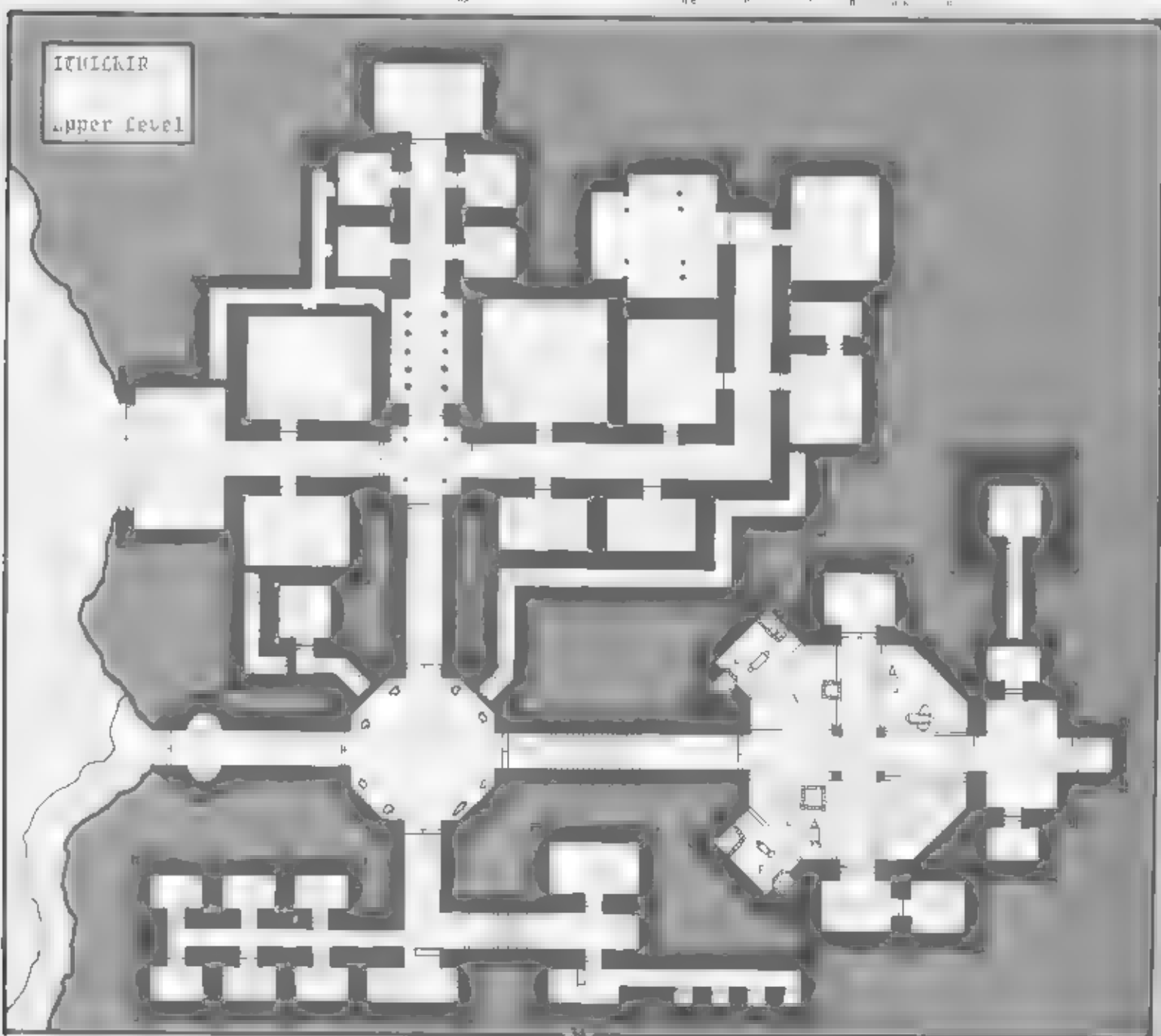
7. The internal divisions are designed to be flexible, allowing for the structure to be adapted to different needs and circumstances.

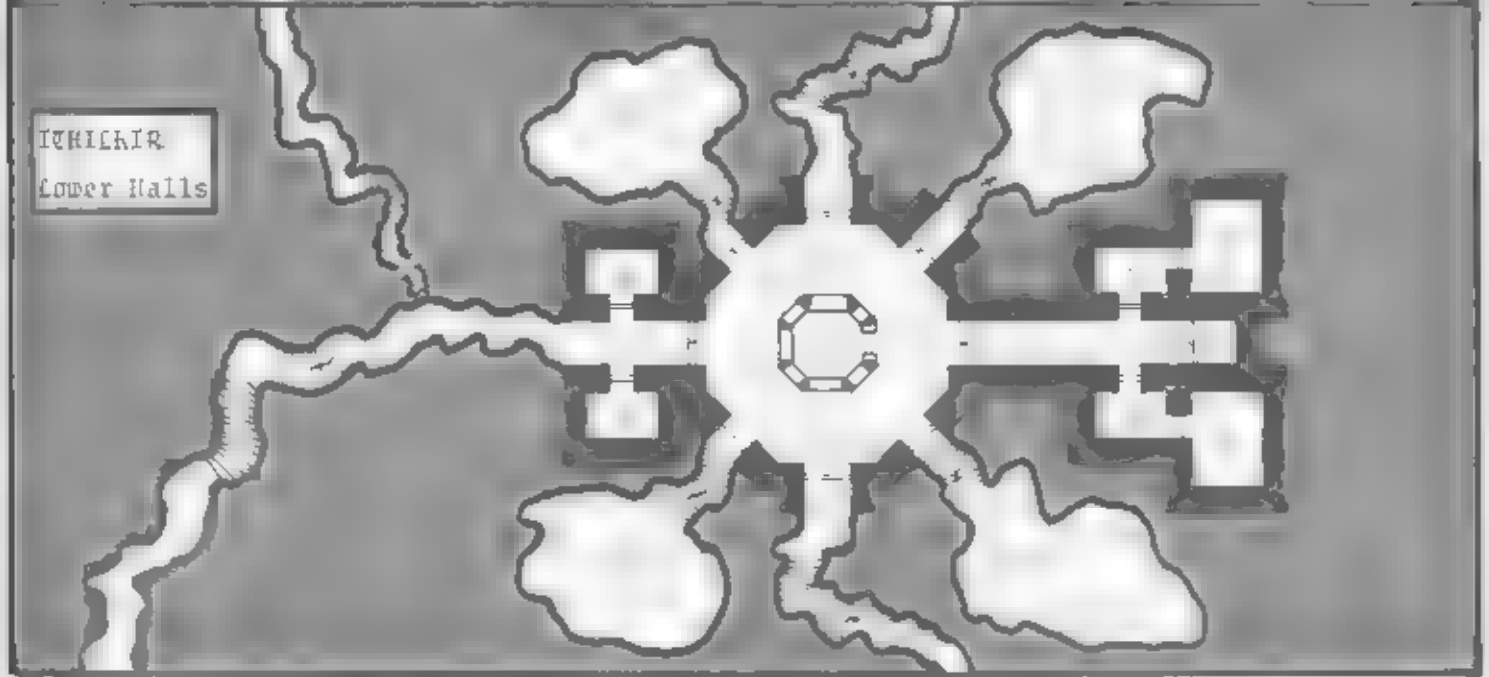


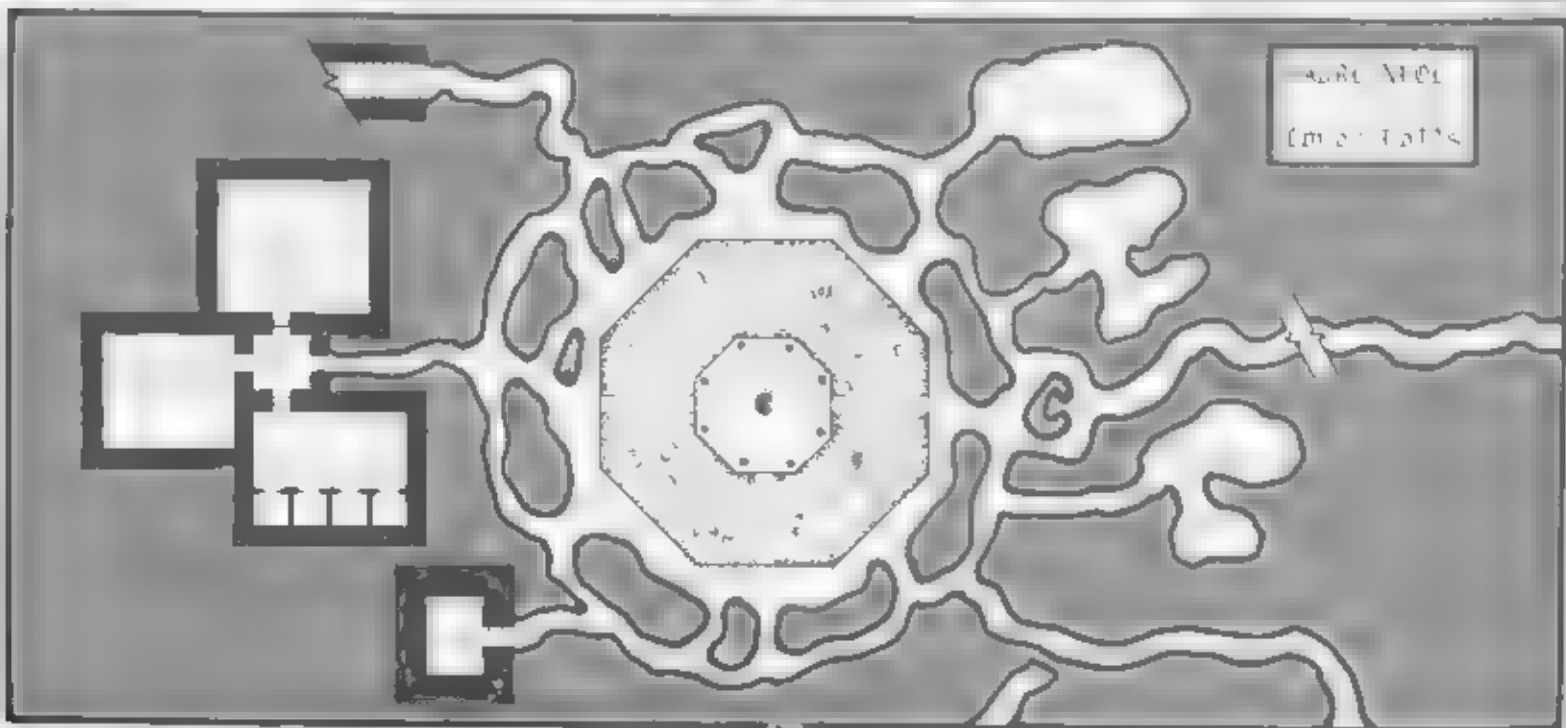
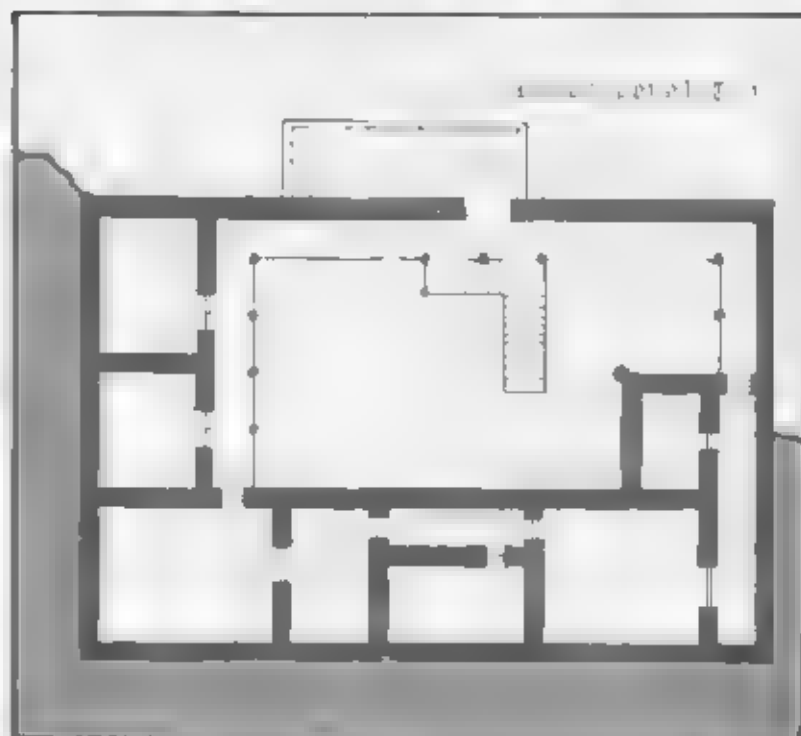
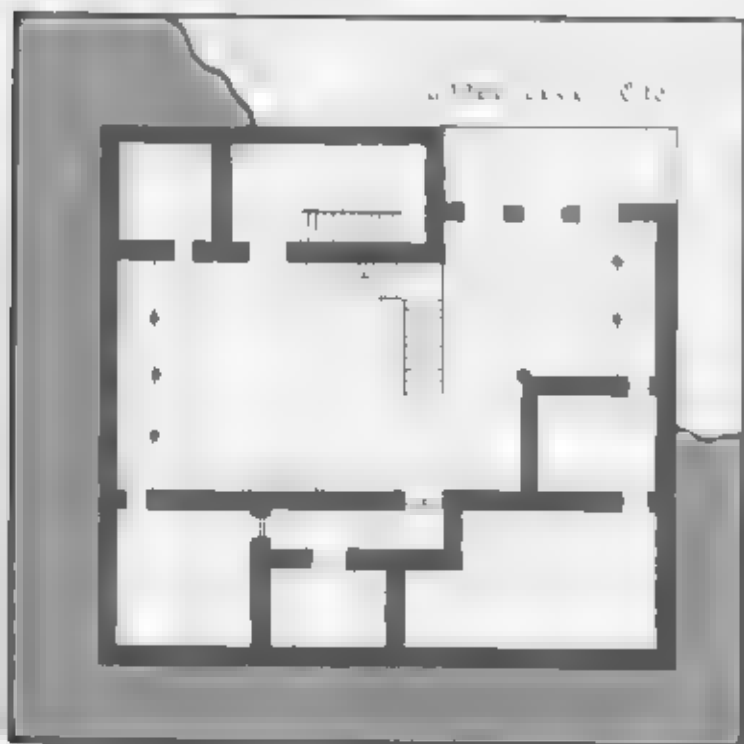
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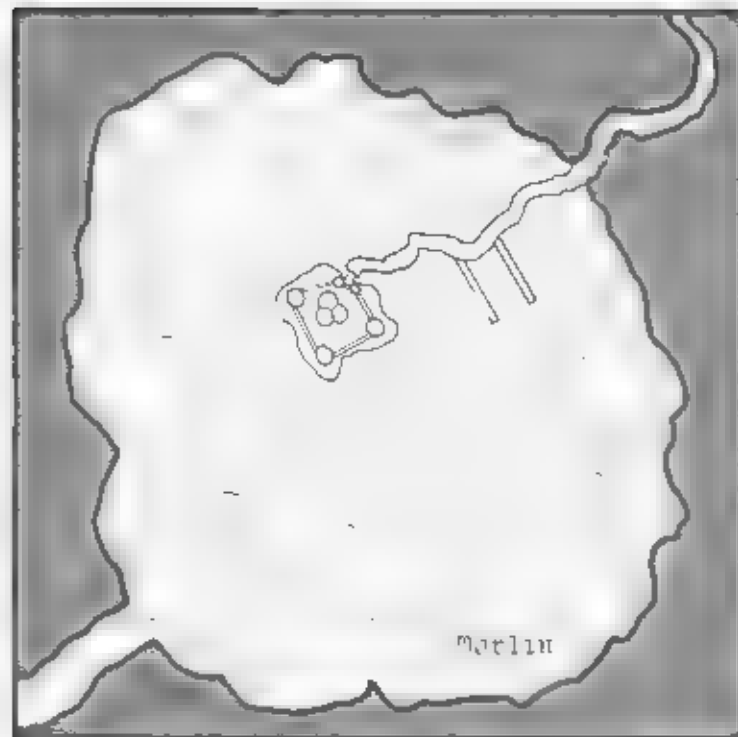






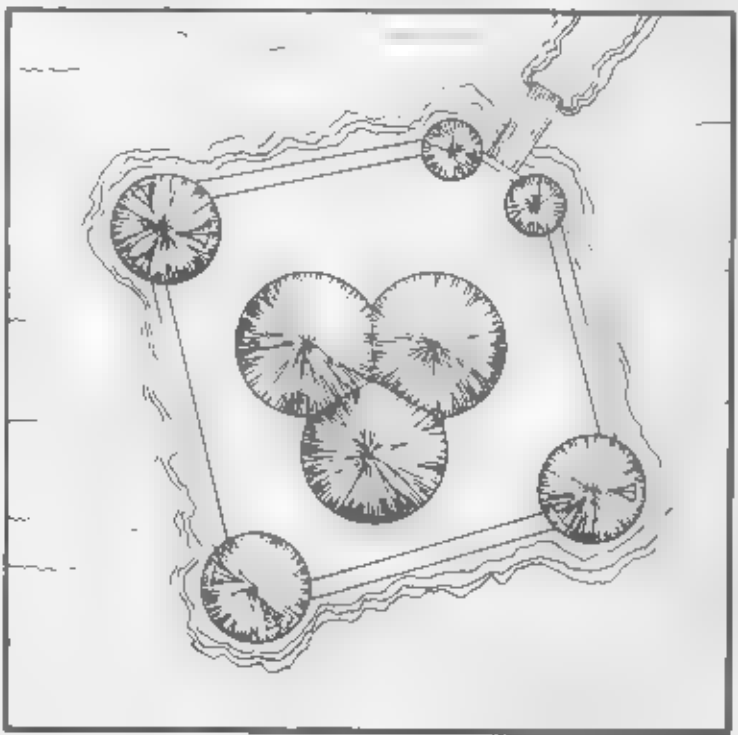


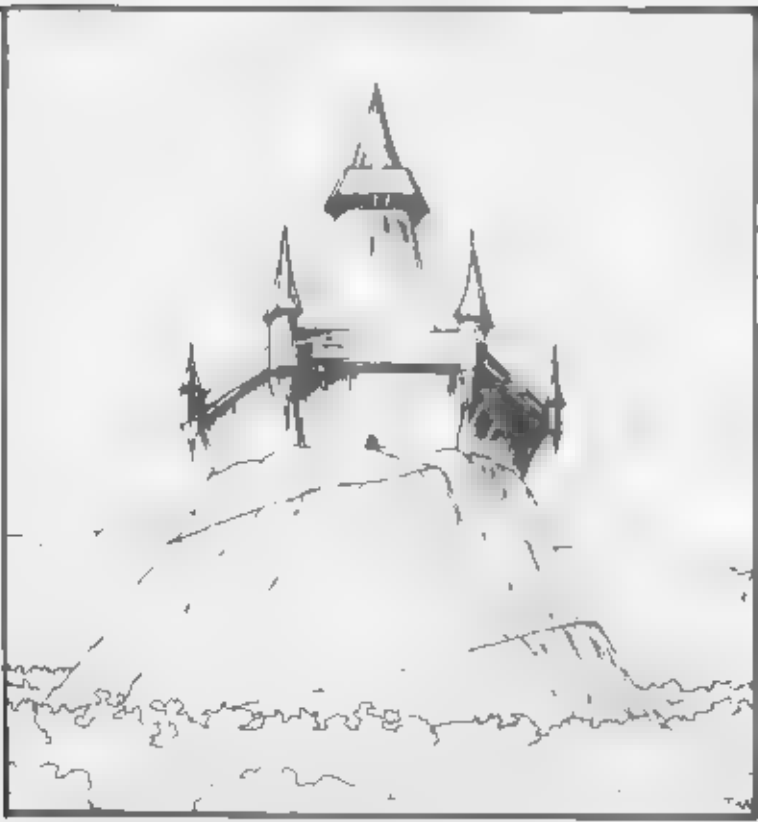
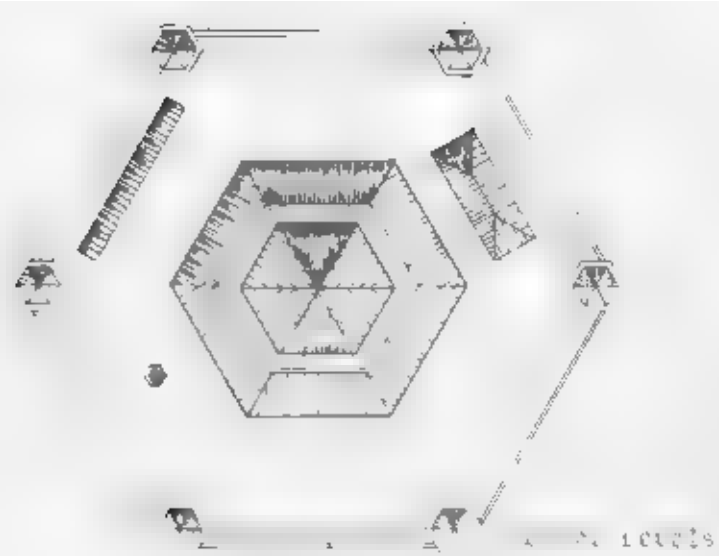


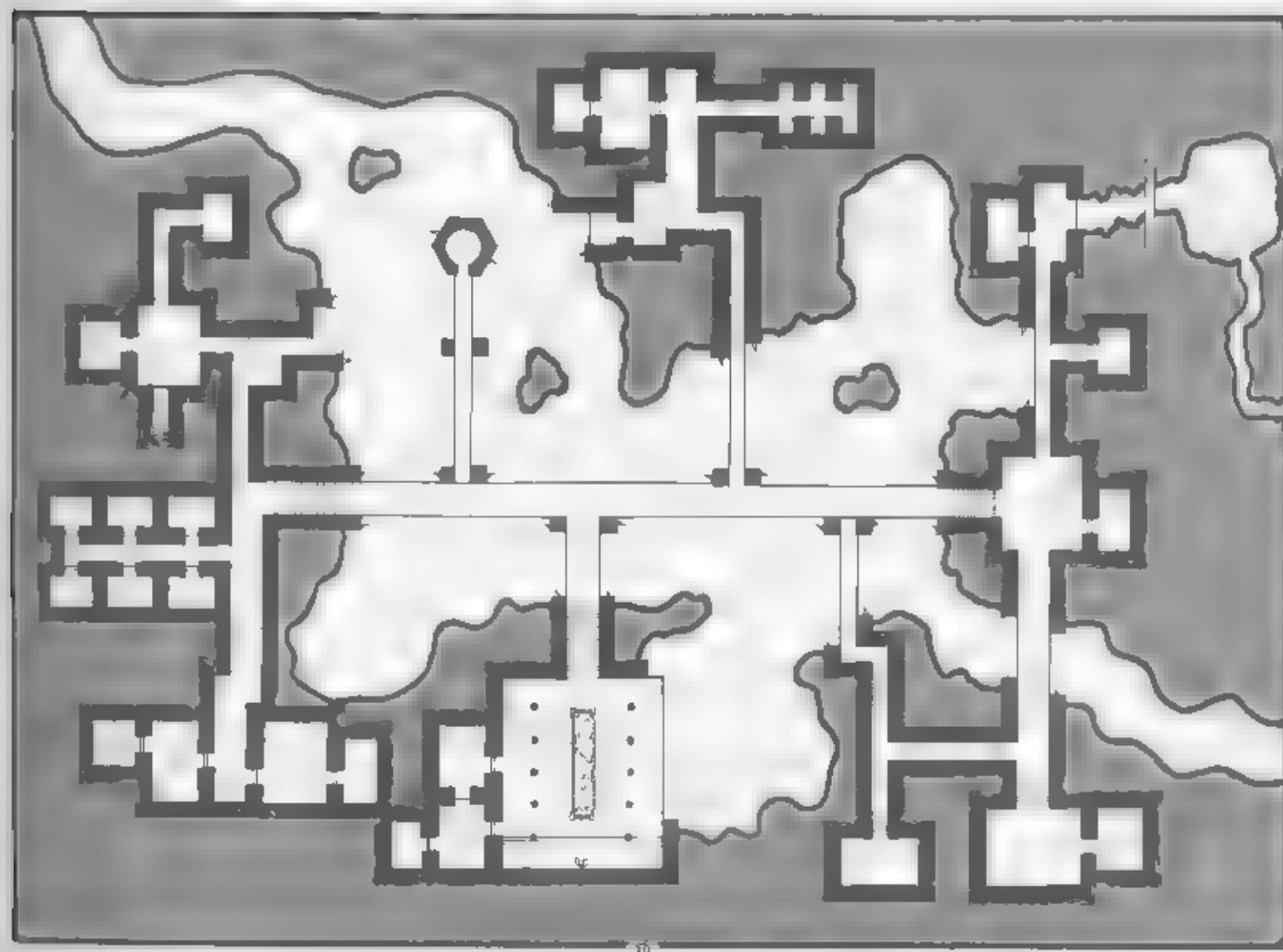


The map shows a large body of water, Marlin, with a small island in the upper left corner. The island contains several circular structures, possibly buildings or fortifications. A river or channel flows from the top right corner into the main body of water. The map is labeled 'Marlin' in the center.

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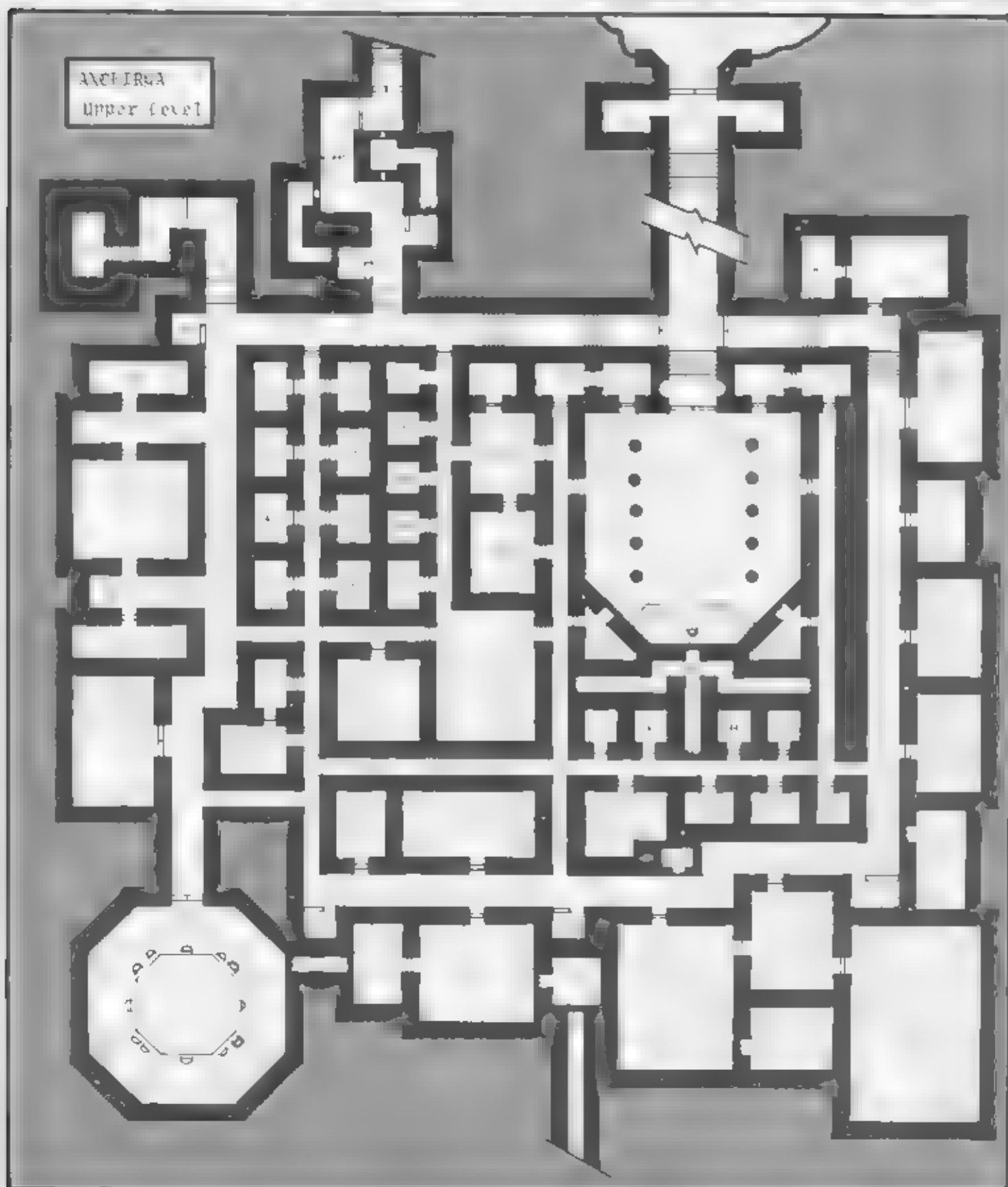


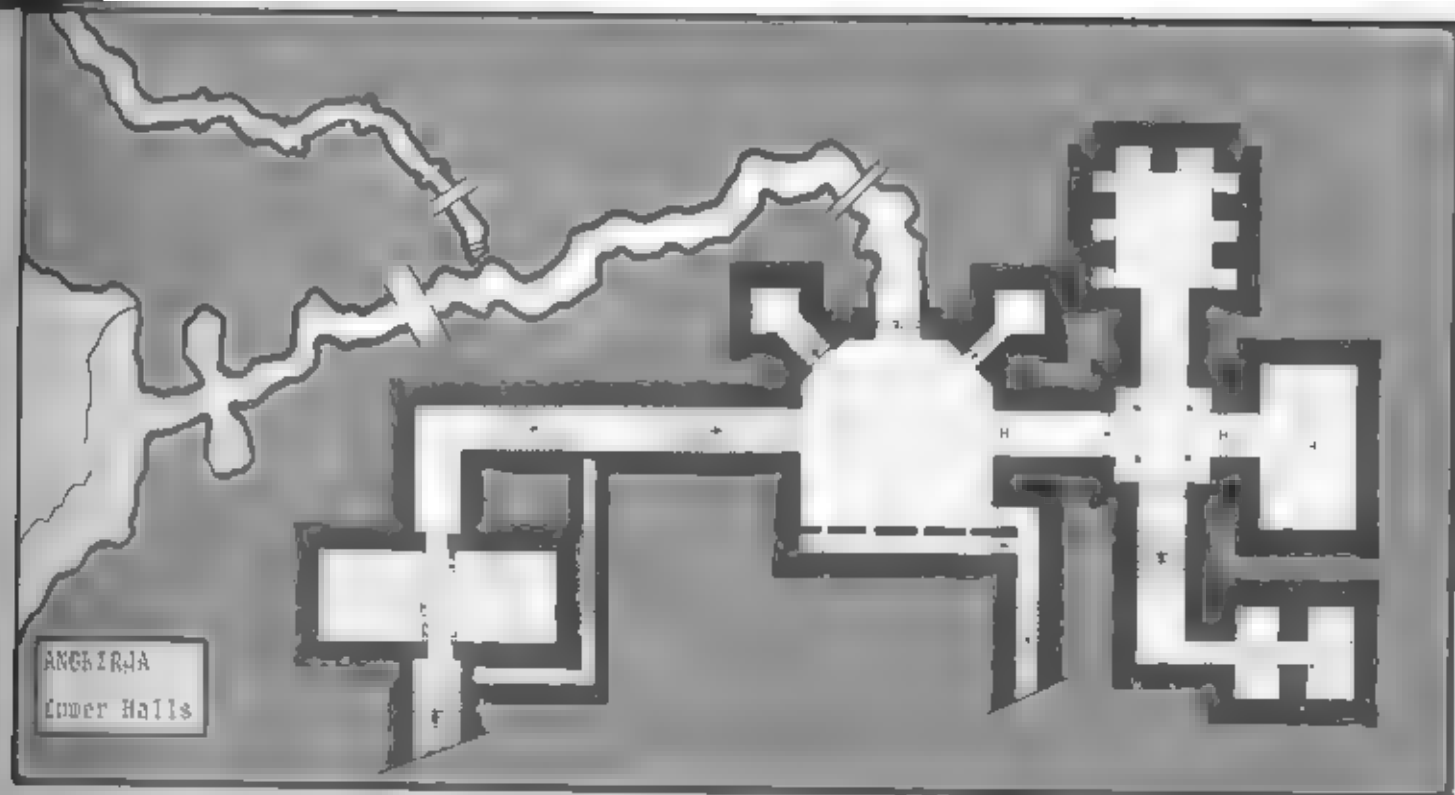




ANGKOR

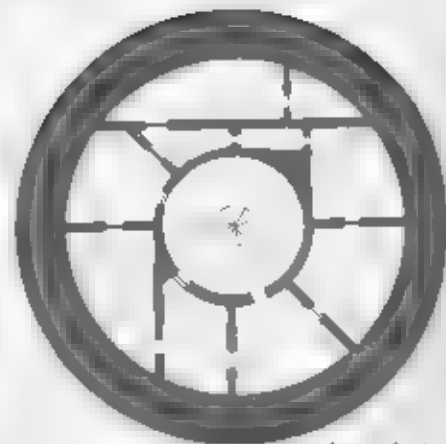
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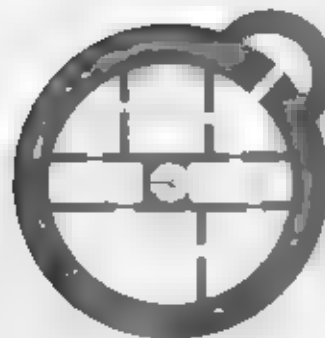




Level 3



Level 1

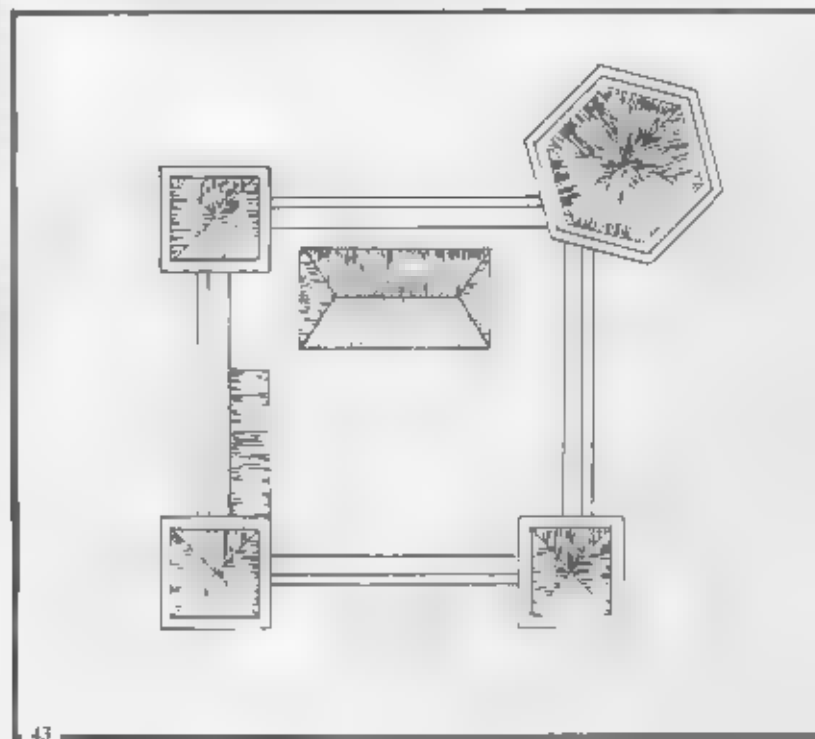
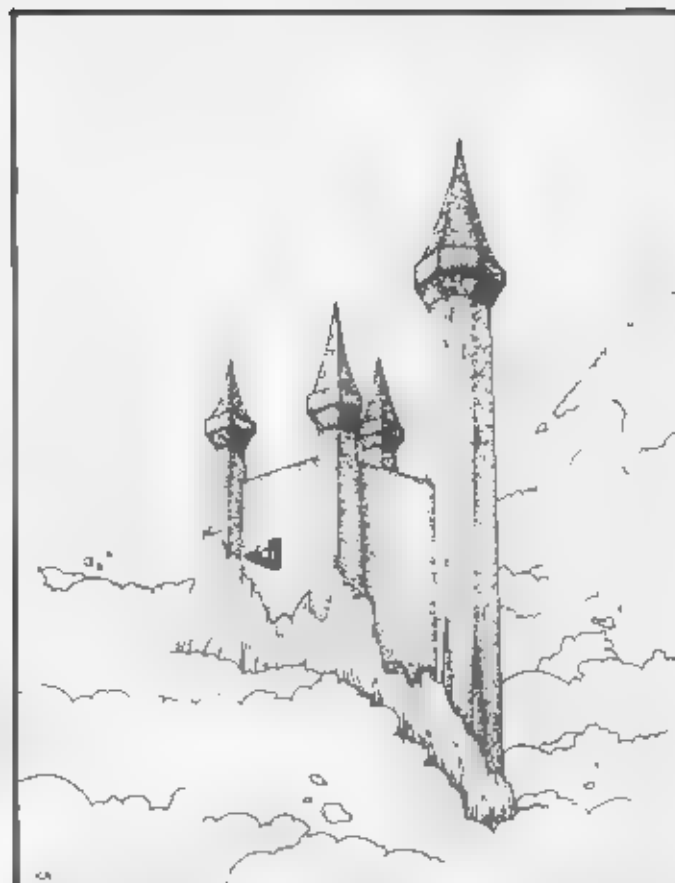


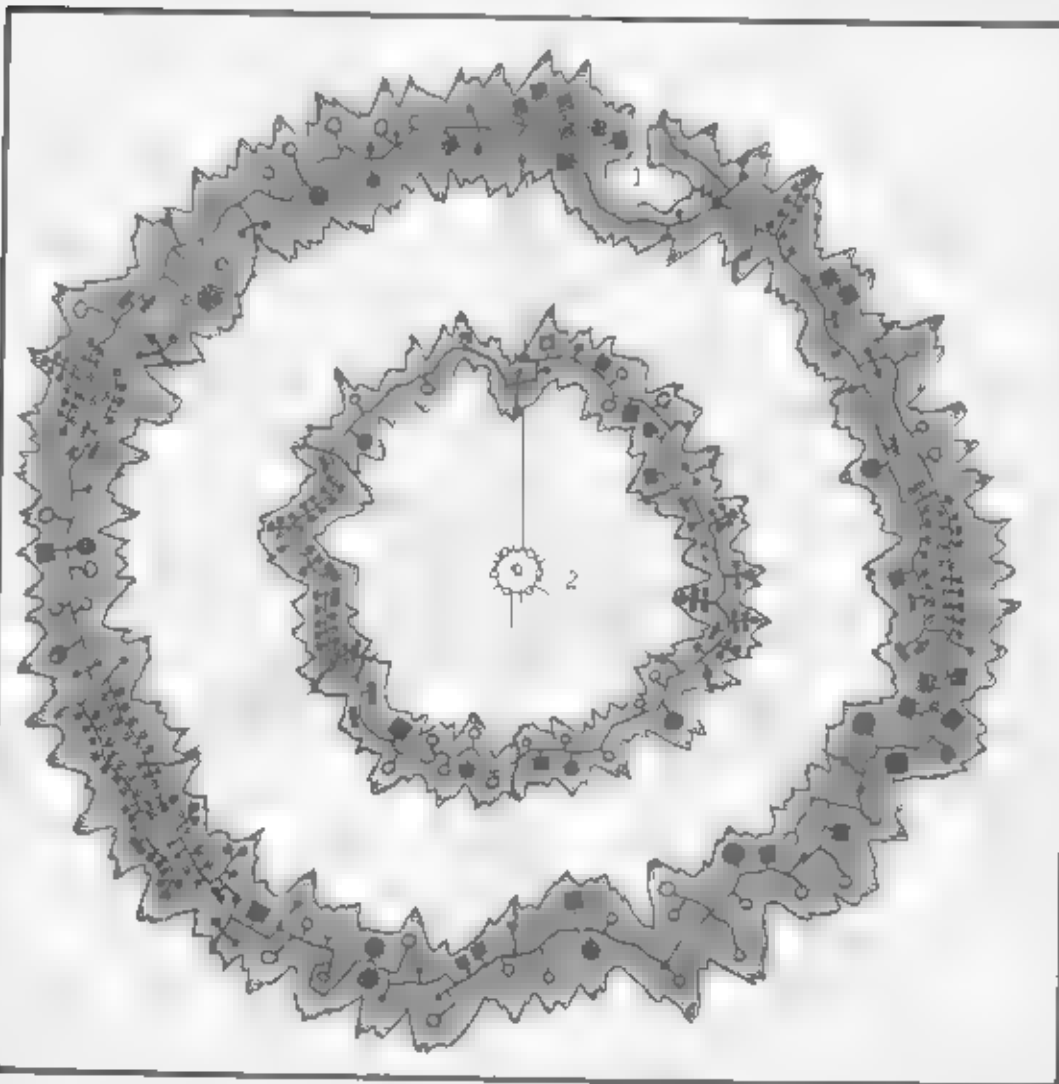
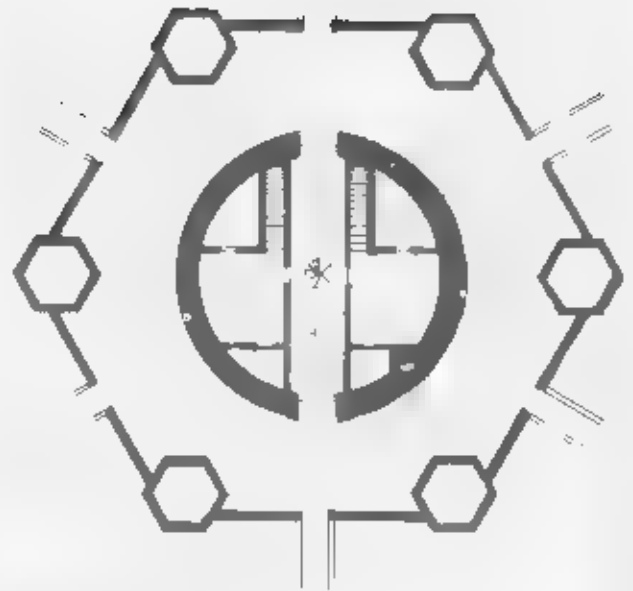
Level 2



Level 4







Key to the mines of  
Mirisgroth:

Mine Shafts	7
Quarters	24
Storage	1
Guard Rooms	1
Great Halls	1
Smelters	1
Recreation/ Dining	1
Larhar (a grobbo)	1
Volcanic Stone	1
Central Castle	2
Passageway	1

Level 2



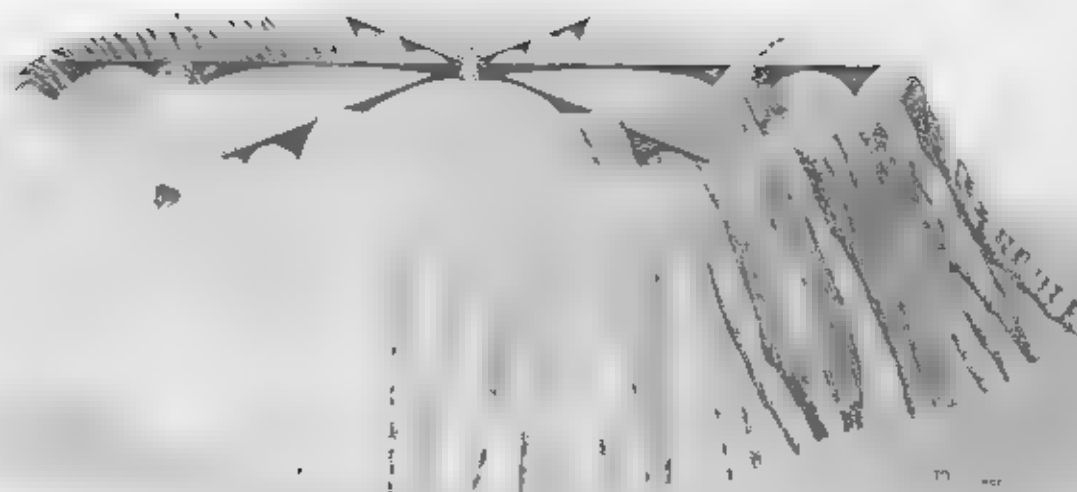
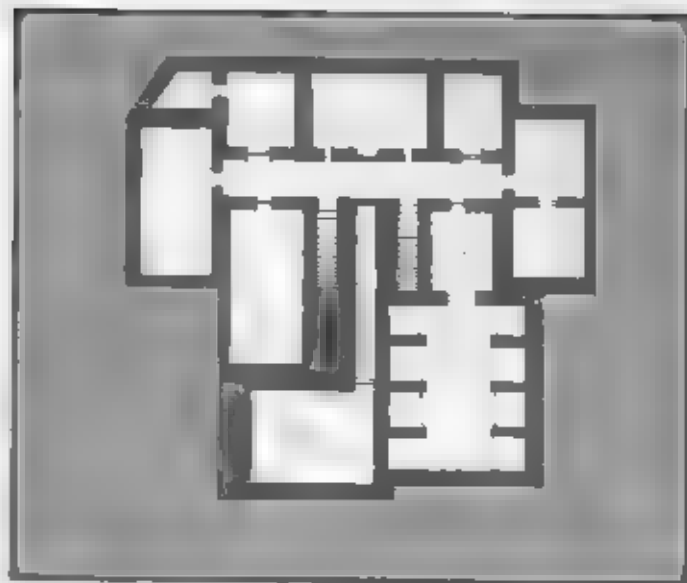
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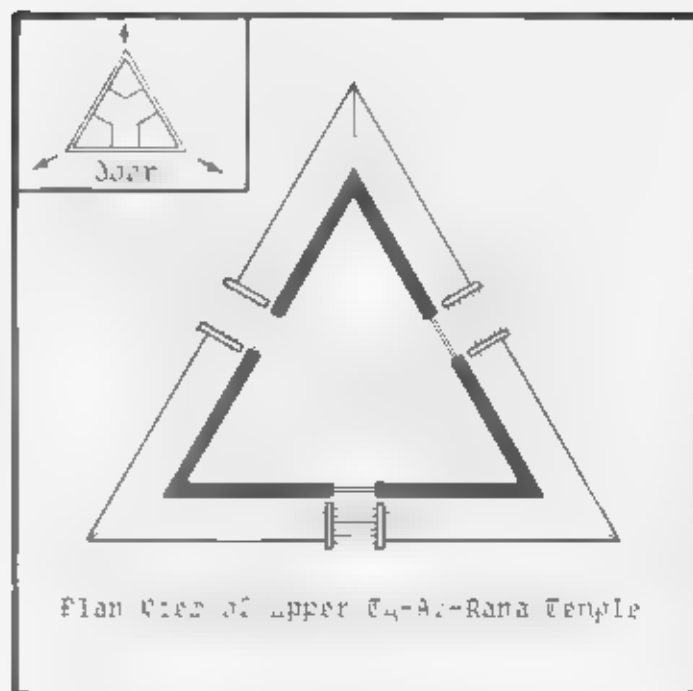
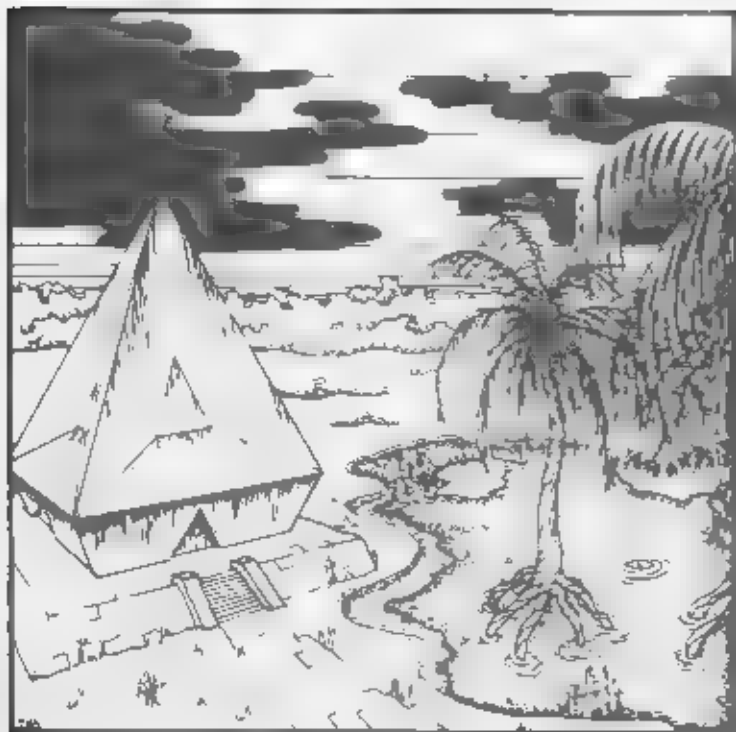
Level



Level 4



## 7.2 TY AR RANA. GENERAL NOTES

[illegible][illegible]





## 8.0 GAMEMASTER AIDS

### 8.1 THE COURT OF ARDOR AS A QUEST SCENARIO

No doubt, as is clear by the intimations in the text so far, the Court of Ardor was designed as a unit, and can be played as an extended quest scenario, the central figure being Moran, who must slay his evil mother to prevent the downfall of the sun and moon. But Moran cannot do it alone, and certainly the other players will desire illustrious backgrounds for their characters. Below are a few suggested histories:

A younger prince or princess of Hoshor (the last of seven or eight) of Taaliraan, sent away for their own safety in anonymity.

An unknown child of yet another Court member (Featur?).

A K'ran or Koronandan nobleman, politician's offspring sent to recover an item of power, which (it is learned) is held by the Court.

Someone stolen, or even brought up by, an old mage who tells the youth of a lost artifact (of the Guild of Elements? Ty Ar-Rana?) who is assassinated by an agent of the Court before he can tell of its whereabouts. The PC must piece together information to locate the item (no doubt at a Court hold).

These are just a few of myriad possibilities which exist within the text for creating PC backgrounds, which will in turn enliven the flavor of the game over a

The Court can also of course be simply used as a backdrop for a series of adventures eliminating the quest elements.

### 8.2 NOTES ON THE COMPLETION OF THE QUEST

Firstly, there is one gem of L'night remaining for the Court to recover. It is in the castle Kirmak, a ruin in northern Taaliraan, in a special case made of kregora, a material which will block all magical emanations and prevent its detection. Naturally the Court is eager to collect the gem, and has minions everywhere seeking it. As of early 1703 they had narrowed the area to the Taaliraan region. A potential early-on adventure for the PCs might be to snatch the gem before the Court gets there (directed to Kirmak by notes he has from the Guild).

In the long run however, Ardana believes that the Ritual can take place without one gem — although she would prefer it otherwise.

Ironically, the best time to slay Ardana will be at the time of the Ritual itself. Before then Ardana will be extremely difficult to get to. During the ceremony in the great cave beneath the tower, the lords will be gathered, and will be in a trance-like state, scattered about the cavern. Ardana herself, deep into the trance, will be particularly vulnerable. But only Moran can kill her (or even wound her) and only then in hand-to-hand combat, and with a weapon of muhr (or perhaps there is a specific 'Holy' weapon which must be found).

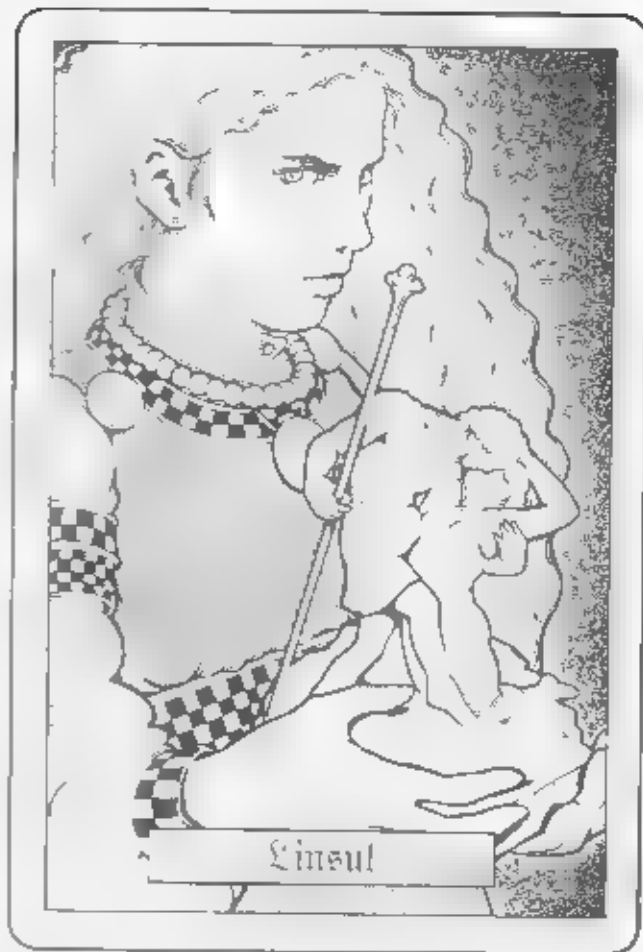
The details of the final fulfillment of the Quest are up to the GM, such as (a) will any of the Guild of Elements go to aid them? (b) will Moran, or any of the other group members gain special powers at the ritual, such as great strength, immunity to stuns, etc.? (c) how quickly will the Lords of Ardor become aware of the group, come out of their trances and act to defend Ardana?

With Ardana's death, after a short delay the entire citadel will fall into a ruin, so tied to her was it, and with its destruction the structure and power of the Court of Ardor will also fall.

### 8.3 TEXT FOR THE PLAYER-CHARACTERS

Following is a text designed to aid the PCs in the completion of their quest. The text "The Book of Andraax" was written in fact by (the male) Featur, and copies can be found in various Court holds and in out of the way places, large libraries, etc. It is somewhat informative, without giving specifics about citadel layouts or other facts which might make things too

(The following is bound as a book, and can be found in any language or script.)



#### THE BOOK OF ANDRAAX

*"Herein is held the book of Andraax the Scribe. All that is recorded is all that is known by those Outside of the Court of Ardor: Council of Darkness. Heed the words, for all are truth, or at least rumor. Many of these places I have seen. How, I shall not tell. Understand, and fear these places, as well you should."*

#### I. THE CITADEL, TOWER OF DARKNESS

The most imposing of all the places of Ardor, the Citadel itself consists of a single, eight-sided tower constructed of an unusual black stone (probably the same nearly indestructible stone of which the tower of Orthanc in Isengard was later built by the Númenóreans). Three hundred twenty feet in height, the tower is based on a small, rocky isle in the center of a 30 mile wide "C" shaped island, amply shielded from the curious and unwary.

It was built under Valmorgül's personal supervision, the huge blocks of stone magically mined, moved, and fused so that the slick faces of the Tower walls are as single unbroken planes, smooth as glass. Out on the ring-island are eight outposts which guard the perimeter from any intruder.

#### II. AURAX-DUR (S: Deepwater Darkness; Element: Water, Sun of Helms)

A narrow pier along the rocky southern shore of the Múmakon leads to a sea-cave entrance in a cliff face. Within is a strange wonder of Middle-earth, Aurax-Dur, the hold of Gorthaur, the Lord of Helms. Here lies a huge grotto, the floor of which is entirely water many feet in depth except for the very center where there juts a rocky outcrop. Upon this is constructed the castle proper. The entire cave is illuminated by many varieties of lichens which grow abundantly across the roof of the cave, casting an eerie blue-green light. Access to the castle is via a narrow causeway leading to the far end of the cavern, and through a long tunnel to the surface. There are also docks adjacent the causeway, for small sailing ships may pass through the sea entrance. Gorthaur is master here and guards his privacy with jealousy, only attending monthly Council meetings and performing his required functions.

#### III. TAURANG (S: Iron Tree; Element: Water, Sun of Helms)

The citadel of Taurang was built in the period Y.S. 50-90, well before the founding of Ardor, under the supervision of Taurclax and his Aide

Anlekar, the Recorder. Smaller in sheer size and grandeur than most of the Holds of Ardor, yet strong behind walls of steel and stone. Taurang is also a meeting place of the Taurang Council, a cult of priests and mages who hold sway over the surrounding forests. Taurang being a direct lieutenant of Morgoth. Taurang's original purpose was two-fold: first to serve as a center from which spies could operate to observe the actions of the Eidar in the South during the early years, and second to act as a focus through which could be channeled Dark forces to thwart any powers of good that might arise. Some of the most terrifying manifestations of the latter are the "Winds." Supposedly a ring of assassins, shrouded in mystery and misinformation, it has been suggested that the "Winds" are actually supernatural in nature. This is purely speculation, but would explain the curious fact that no description of any of the assassins exists. They leave only a strange black iron dagger-like weapon in their victim, and it is said that the first person to touch the weapon feels a chill wind. According to rumor, the "Winds" have never failed to eliminate their target.

**IV NAIRINDOL (S. Mountain of Firey Pools) Element: Fire, Suit of Slaves**  
In the distant past when the Valar wrestled with Morgoth in the forming of Arda, the tormented earth erupted in volcanic explosions. It was one of these places still hot with flowing lava that Rilia, "The Sorceress" chose to make her home. Situated in the hills west of Koronade, it is a complex of tunnels and halls of dark grandeur. Mourfun, the Lord Demon comes here as well, but it is the domain of the Mistress of Flame. It is believed that Rilia was among the Valar who returned to Middle-earth to recover the Silmarils from Morgoth, but was instead seduced to his service. Her training in the early years was under the Lord of Sorcery, Valmorgul, but as she grew in power she sought ways of securing a place for herself. Granted leave by Morgoth to depart Thangorodrim and construct a citadel at a place of her choosing, she went far south knowing that the Master desired far-flung outposts through which to monitor the activities of the Eidar. It was only natural that she be chosen as one of the hierarchy of Ardor. Then in Y.S. 410 Sauron, Morgoth's chief lieutenant, came to Naurindol and spoke at length with its mistress. It seemed that the war against the Eidar was going well, but work on the purpose of Ardor was at a standstill. The master was not pleased, and his wrath would descend on Ardana and Morthaur. Progress was not made soon. At this Sauron told Rilia, and he urged her to leave and serve him in Beleriand instead. She refused that, certainly because of any allegiance to Ardana or the Court, but perhaps she was confident of an eventual success, and that she had become enamored of her own powers and position in the Ardan Council, and bade Sauron depart. He did reluctantly, resisting the temptation to simply force her to come, and destroy Naurindol, thinking that perhaps it would have future use. At any rate, her actions were to spark the beginning of an intense rivalry between Sauron and the Court.

In T.A. 1120 Eridanon, acting for the Guild of Elements, entered Naurindol and secured many secrets, but he was detected and caught on the way out by Rilia herself. To her surprise her spells were useless against the magician, as his staff was apparently cancelling all magical attacks. Mourfun, however, was able to subdue Eridanon by brute force, and wrest the staff from him. He was tortured but would reveal nothing of his intent or associations and Rilia, in a rage, ordered him slain and his body dumped, decapitated, on a Guild of Elements Pentagram platform. The staff was raised with a word to tarkas and cast into a vault.

**V ITHILKIR (S. Silver Mine) Element: Fire, Suit of Slaves**

One of the three mines of the Court of Ardor, it lies beneath the hills north of Tanturak, and is one of the very few mines of mithril known in the entirety of Middle-earth (Moria, the Dwarven city of Khazad-Dûm, is the greatest and only other commonly known mine of mithril). The mine was first opened in Y.S. 200, and placed under the supervision of Lesh-Y, the demonic master of Alchemy and one of the chief forgers of Morgoth. No, only mithril, but blue and clear gems, aluminum, and many other precious metals have been discovered many of which were utilized by Rilia to enhance the strength and sophistication of Naurindol. Ithilkir itself was at first relatively crude and simple in design, but as the years saw greater riches uncovered, Lesh-Y sought to make it a place of strength and grandeur. It was well for his sake, for it was soon after Sauron made himself head of the Ardan Council that one of the Nazgûl, the Ringwraiths of Morgoth, appeared at Ithilkir and demanded that Lesh-Y release lordship of the mines. Lesh-Y refused, and summoned Rilia and a force of demons from Naurindol, and together, utilizing the defenses of the citadel, they forced the wrath to depart. Sauron never spoke of it, and it can be safely assumed that Sauron chose to allow the incident to pass, rather than risk a disruptive rebellion forcing him to destroy most of the Court. Since that time, Ithilkir has functioned quietly and efficiently under the Demon's direction, growing ever more beautiful and secure.

**VI TURGOROTH (S. Watch of Terror) Element: Air, Suit of Swords**

Perhaps the most awesome of the holds in a purely visual attitude is Turgoroth, the communications center of the Court. It is the domain of Valtris, the Lord of Arms, and the Messenger makes his home here as well. By design a graceful, palace of high walls and slender towers, it is perched upon the summit of a sheer peak jutting out of the waters of the Koros Bay to an impossible height. Part of Turgoroth's mystique is no doubt, the large cloud which hovers perpetually about the top of the peak, giving the impression that the castle is in fact floating on the cloud.

Only one entrance to the citadel is known for certain, the great drawbridge gate which opens onto thin air. Indeed, it serves only as a run-way for the great grey falcons of Turgoroth and their silver-and-blue clad riders. Another way is only rumored, the "ten thousand steps," a spiral stair which runs from the bottom chambers, still thousands of feet above sea level, to deep below the sea floor, where a tunnel leads to the mainland. Whether this stair even exists is a matter of eternal speculation.

**VII MIRISGROTH (S. Delving of Jewels) Element: Air, Suit of Swords**

Situated upon a rocky island in the center of a large, deep volcanic crater lake, Mirisgroth is a relatively small holding. But this is no, all of the complex. Mirisgroth is actually an island within an island, in an extinct volcano which itself is an isle. Thus, the castle is surrounded by two concentric rings of sheer, jagged igneous peaks. The rings themselves are honeycombed with tunnels and halls, and the deep shafts which lead to the rich mines below. These mazes are such as to defy most any intruder.

Under the dominion of one known simply as "The Monk" is a mine of long history. Constructed and originally under the control of Drul Chaurka, one of the Chief servants of Morgoth long before the forming of Ardor, the Monk was the captain of the guard at the mine. But in Y.S. 220, Drul Chaurka left Mirisgroth without fanfare or notice as to when he would return. In fact, no one saw him leave save the Monk, who swiftly consolidated his position as acting Lord of Mirisgroth, so much so that after the Court reconsolidated, the Monk was offered the second in command of the Suit of Swords, Mirisgroth being the secondary citadel. From this would be suspected of the Monk, but any such rumors were quickly squelched with the disappearance of his critics. It is also rumored that Mirisgroth is not only a rich jewel mine, but a source of green and red idens, as well as coes and platinum (necessary for the making of mithranian and kregora) and many other valuable metals.

**VIII ANGKIRYA (Q. Iron Mine) Element: Earth, Suit of Orbs**

Angkirya is a design of Dwarven origins, but was apparently long abandoned when it was discovered by Eëatur in the later years of the Two Trees. From that time on, this mine in the hills of southern Taurang was no, worthy of mention until Y.S. 200 when Eëatur chose it to be the location of the main citadel of the Suit of Orbs, and refined and expanded it to house the lords and ladies of that house. The mine itself yields black taen, veins of gold, amethyst, ruby, and black opal.

For many years Angkirya operated smoothly, until Y.S. 570, just eight days before the time of the Great Eruption, and the Ruin. At the Court was at Angkirya feasting in anticipation of their imminent success when word came of the attack by the Lungon Alliance upon the jurying installations of the Citadel. In the ensuing confusion Morelen, Ardana's daughter and key to the Ritual, vanished. Eëatur was not suspect of course as she was at the defense of the Citadel with the rest. The Eclipse passed and the sun and moon remained aloft. Morgoth was of course livid with rage, and made plans to destroy the entire Court. But he did not have the time he thought, for five years later the War came East and cast him into the Void again. Morelen reappeared at the Citadel in S.A. 1000 with no memory of the events of her disappearance, or her location in the interim. Since that time, Angkirya has continued to function as it had in the past.

**IX MENELCARCA (Q. Fang of the Heavens) Element: Earth, Suit of Orbs**

A single tall spire resting upon the tallest peak in the Mumakan, the Menelcarra is the ideal location for an observatory. It exists under the official dominion of Eëatur, but the Lord of the Installation is Ardúval, the Astrologer. Unlike many of the other holdings of the Court, Menelcarra has seen little in the way of violence, and has always been under Ardúval's personal control. Also, few of the other members of the Court have ever been there, thus fostering an air of mystery about it even within the hierarchy. Its exact location is virtually unknown, since it is inaccessible by normal means. The very lack of information breeds fear among the lesser servants of the Court, it is a name of terror and Ardúval, despite his fair appearance and considerable charm, is held in fearful awe. It is rumored that Menelcarra is so close to the Outer Void that Ardúval is able to converse with Morgoth himself in his exile. These rumors are, of course, completely unfounded.





## 8.5 HEALING HERBS CHART

Abode	Green Leaf	Coastal Beldones	Crush Eat	Heals 2-7%	5 gp
San	Tree Resin	High Altitude Lakes	Drine Drink	Heals 5%	5 gp
Latit	Red Shrub Leaf	Volcanic Isles	Crush Boil + Drink	Heals 30%	15 gp
Mithnna	Silvery Berry	Valleys above 10,000 feet	Chew	Heals 10%	2 gp
Rwak	Brown Podale	Lowland Forests	Crush Brew + Chew	Heals (2-20%)	5 gp
Nur	Brown Clove	Temperate Forests	Brew Drink	Heals (3-4)	2 gp
Windlight	Green Vine Fruit	Spruce Forests	Boil Eat	Heals 3-300%	200 gp
Arcthalion	Golden Fruit	Windy Isles	Eat	Heals (5-50)	60 gp
Harly	Shrub Resin	Hilly Regions	Oil on Wound	Stops bleeding Cures 1st degree burns in 5 days, 3rd degree in one day 30 gp	10
Vesun	Clam Extract	Tropic Cliffs	Slit on Wound		
Joak-Foot	Yellow Flower	Semi Arid Hills	Eat	Hemoglobin which prevents and mild loss. Euphoria (1 hour), psychologically addictive	10 gp
Gur	White Leaves	Tropical Plains	Powder Inhale		2 gp
raw	Lichen	Hot seashores	Boil Drink	Restores blood flow	80 gp
Al-Usson	Golden Grass	Temperate Island Shores	Born Inhale		250 gp
Deglik	Leaf	Tropical Forests	Chew	Restores eyes Lifekeeping (24 hours)	300 gp
Olau	White Flower	Ice Bays (rare)	Chew		2,000 gp
Onlosse	Cold Clove	Cool Freshwater Lakes	Chew	Lifekeeping for Elves	12,000 gp
audlin	Cold Leaf	Western Isles	Chew		46,000 gp
Magil	White Crystal	Unknown	Chew	Restores one eye (only lost amount)	28,000 gp
Valanus	Blue green leaf	Warm Seashores	Chew		1,000 gp
Meriku	Pine Cone	Northern Fir Forests	Crush Boil Drink	Antidote for Shardsaak*	1,500 gp
Mook	Brown Berry	Hilly Forests	Eat		100 gp
Shm	Pink Leaf	Temperate Lakes	Dry Eat	Antidote on Acanna*	2,000 gp
Andromi	Blue Powder	(Imported from East)	Dropper Drink		1,000 gp
Nam	Red Leaf	Ice Plains	Chew	Universal antidote Killing gas on eye	5,000 gp
Kiandun	Fern Leaf	Tropical River Bottoms	Eat		Cure Thru-min** and other forms of paralysis
Kivna	White Cream	Oyster Dermarine	Slap on Skin	Removes hair for several days Protection from sunburn, acids on tanning	300 gp
Tharm	Clear Oil	Kelp Extract, etc.	Slap on Skin		5 gp 20 doses† 5 gp 10 doses†

NOTE: The prices listed are average for one of the larger cities. Herb prices would be higher in more  
remote areas and more expensive and rare herbs may be unavailable at all.

\* See Poisons list

† Price is for non-exotic natives get a big discount

## 8.6 POISONS OF THE MUMAKAN

NAME	COLOR	EFFECT	MINIMAL EFFECT	SOURCE	FORM	ATTACK LEVEL
ULACANA	Black	Kills instantly	Coma (1 day)	Flower	Paste	60
ACAANA	Black	Kills instantly	Kills slowly	Flower	Paste	15
GA FNAANA	Green	Kills Elves	Coma (1-3 Days)	Leaves	Powder	12
CA HAANA	White	Destroys Mind	Euphoria	Nuts	Flakes	
VLKHAANA	Pink	2-200 hits	1-100 hits	Flower	Paste	20
KLYT 'N	Gold	Coma	(3 Days)	Root	Paste	30
KAKFAR	Red	Kills (2-12 hrs)		Leaves	Powder	
Shaka	Brown	1-100 hits		Har Venom	Liquid	50
BECAARUKH	Black	10-100 hits	5-50 hits	Har Venom	Paste	40
TSI	Yellow	1-100 hits	5-50 hits	Clams	Liquid	20
ZAGANZAR	Blue	Rifids	2-20 hits	Root	Liquid	1
CARNEURTH	Red	Blood Clots (death)	6-60 hits	Flower	Liquid	10
SHARDUYAAL	Brown	Kills slowly		Berries	Liquid	50
KLY	Brown	3-300 hits	1-100 hits	Berries	Paste	5
THURVLIK	Pink	Sleep (3 Hours)		Volcanic Caves	Gas	20
MAKILUS	Red	Kills instantly	Coma (1-10 Days)	Tree Frog	Liquid	Touch 0 Blow 20 can 60
MURTAN	Yellow	Paralysis	Fever Delirium (4 days)	Trees	Sap	0
SARN' MCN	Blue	Nerve Disorder		Volcanic Ecl	Liquid	30
PENT ANOTH	Clear	Coma (1-4 days)	Loss of will (6-12 hours)	Blue Kelp	Liquid	40

## 8.7 MISCELLANEOUS INDIGENOUS BEASTS

ANIMAL TYPE	AV. LIFE	AV. HTS	AT	AT. ATTACK PATTERNS AND ABILITIES	MOV.
Gr	4	30	4-50	Large Gorge 50 Med Back 75	Armed, 4th order, 4 norm
Gr	5	70	40-200	Large Gorge 60 Large Claw 80 Med Back 40	Overpower 4 norm
Gr	6	40	30-100	Med Back 90 Large example 65 Large Back 50	Blow back, knock down, 1-4 norm, 1 very norm
Wn	11	11			

9.0 THE COURT OF ARDOR AT OTHER TIMES

9.1 ARDOR IN T.A. 795

The Court itself is much like it has been and will be for several centuries. Of the countries of the Mûmakan, Hathor and Tuk-an are rising in cultural sophistication (both are near their peak in T.A. 1709). Basically this is a time of expansion and organization for all concerned. Sauron, still weak from the (relatively) recent theft of his Ring, is not yet an influence in the Mûmakan.

9.2 ARDOR IN T.A. 3000

The Court of Ardor no longer exists as a unit, and the name is not spoken. The Citadel of Ardor is no more; destroyed and sunk beneath the waves in the cataclysm caused by the death of Ardana. Also caught in the destruction were many of the lords of the Court. Gorthaur, Rilia, Valmorgû, Morthaur, Mourfain and Valkr-stan perished; it is said. It is also believed that the female Féatur near-v escaped, only to be caught and slain by her own brother, Féatur, long beloved by the Court to be dead. The validity of the tale of that confrontation may never be known.

Of Taurorax and Khelekar, it is suspected that Sauron was aware of the impending fall of the Court and, seeing it an easy way to rid himself of the troublesome organization, allowed it to occur. He must have warned his two servants though, for they avoided the disaster and later served to spread evil from Taurang throughout the Mûmakan.

The fate of Cambrago and Arduval was less auspicious. If successful, each had ready an escape route, and fled in time to avoid the fall of the Tower. Arduval still resides at Menelcarca, rarely departing. He does, however, maintain the evil Starseer Conclave as his roof to wreak minor harm throughout the area. Cambrago seized Angk-rya for his own, and remains there, ever in fear of discovery by Sauron.

Of the other lords who survived, some are here yet, maintaining the citadels as if the Court still existed. Others fled into the East to establish cells of their own.

The fact is, though, that the power that was the Court is no more, and the eight citadels are either abandoned (Naurindor, Aurax-Dûr, and Tigorith) or are now in the holds of lesser lords and their minions. Cambrago would be a force to be reckoned with, but he fears (rightly) that Sauron would crush any attempted uprisings.

By 3000 Taurang and the entire forest about it is a place of Darkness and terror, inhabited by all manner of creatures. The Elves of Taahraan have nearly all sailed into the West, as have many of the Firstborn of Koronande. Tantûrak has grown dominant, Dûshera and the now empty northern Taa-raan. The "Magician" still advises the Emperor, but it is the disguised Khelekar who quickly assumed the role after the death of Valmorgû. Thus is Taurarak a tool of Sauron. Tuk-an has been overrun and conquered by the Mûmakani, and the k-rani of that once fled to Koronande, or the less fortunate have been enslaved. Hathor has suffered from repeated raids. Taurarak, by sea, and the Mûmakan, across the land. Tanith is now near the border of the land and may soon have to be abandoned. The Darin Tesarath survives, though not as the powerful organization it once was, and it is slowly falling into corruption through the devices of the Dark Lord. The Guild of Elements is no more, as Laurin, Kaen, Féatur, Rana and Tynnal passed into the West. Ty-Ar-Rana remains, though sealed. It is said, however, that Lyrin left his earrings here and his key to the Vault (which also allows access into the complex) was left in Middle-earth. Also left are, no doubt, many of the lesser artifacts of the Guild, although certainly many have been lost over the years.

Should the company have failed in their quest, the final outcome is uncertain. It has been postulated that Sauron would have prevented the Rivva, by sending his Nazgûl and eliminating Ardana, thus also fragmenting the Court structure. This seems likely, as the Dark Lord would not have much to gain by the fall of the sun and moon, and if he believed the promises of Morgoth, that those participating in the Rivva would gain great power in the Darkness, and rule large fiefs under the Master. Sauron had reason to prevent the Rivva and the rising of many rivals.

Indeed, whether or not the sun and moon would have been destroyed is a matter of conjecture, one which will probably never be settled. There is no doubt that there would have been an unleashing of great power, and who is to say what may have arisen—perhaps the return of the Black Enemy Himself. Fortunately, however, that is, at least for the foreseeable future, not likely.

MIDDLE-EARTH SERIES

Guidebook and gridded map. The first of the series, published in 1974.	1974
Kitchen Table, together with a campaign and adventure guidebook.	1974
Poster map, ungridded, but with a main line.	1974
AN MAP, PAN, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.	1974
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EMBAR, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.	1974
THE HISTORY OF THE RINGS, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.	1974

NORTHERN MIDDLE-EARTH SERIES

THE HISTORY OF THE RINGS, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.	1974
THE HISTORY OF THE RINGS, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.	1974
THE HISTORY OF THE RINGS, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.	1974
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CHARACTER LAW, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.	1974
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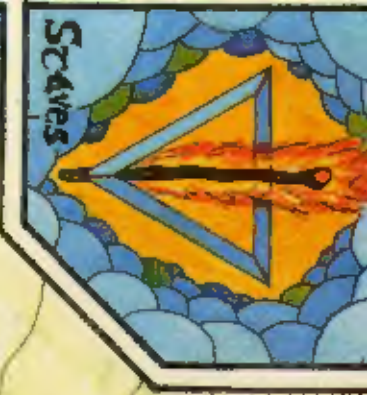


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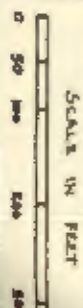


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- THEATER
- FOODMERCHANT
- INN
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- STABLE
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- ARMORER
- MASON
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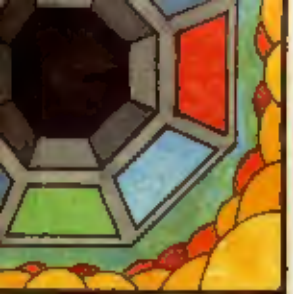
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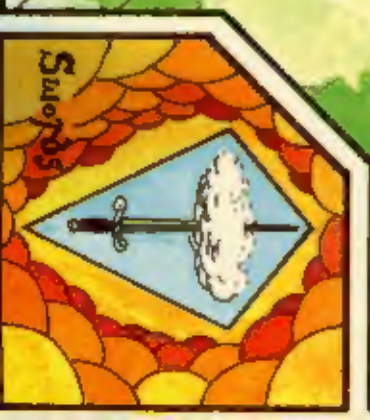
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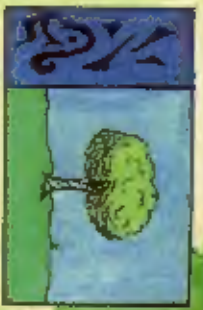




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